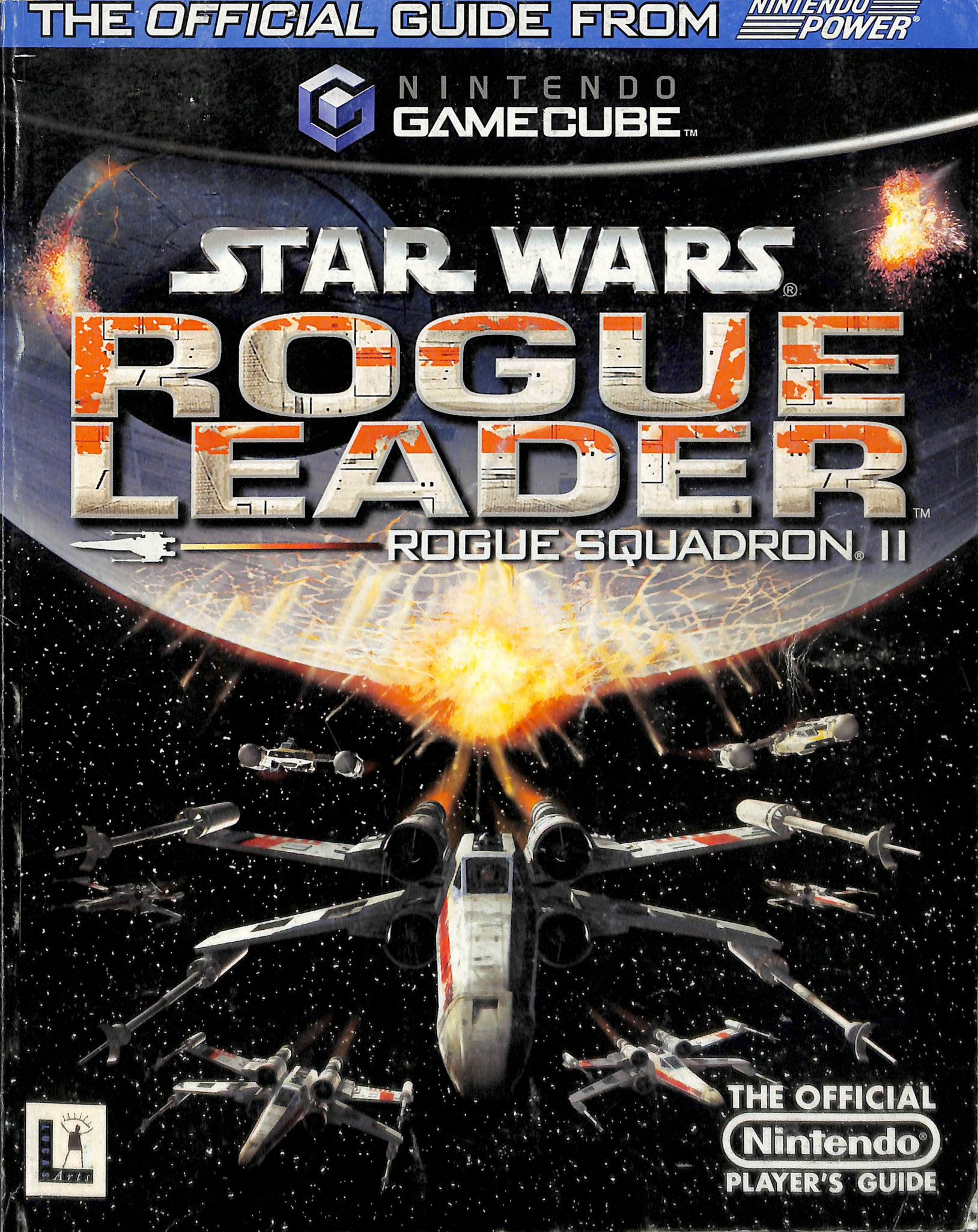
THE OFFICIAL GUIDE FROM NINTENDO POWER®

NINTENDO GAMECUBE™

STAR WARS® ROGUE LEADER™

ROGUE SQUADRON® II



THE OFFICIAL Nintendo® PLAYER'S GUIDE

LucasArts

STAR WARS® ROGUE LEADER™

ROGUE SQUADRON® II

THE OFFICIAL NINTENDO PLAYER'S GUIDE

It is a period of civil war. The Rebel Alliance must strike out at the dark forces of the Empire from secret bases throughout the galaxy. A small group of elite pilots, known as Rogue Squadron, is assigned the most critical missions in the campaign. The leader of the squadron needs lightning-fast reflexes, precise aim and solid strategies from Nintendo Power's *Star Wars* Rogue Squadron II: Rogue Leader Player's Guide. Its mission briefings include complete walk-throughs for each objective, detailed maps, 3-D diagrams, intelligence reports on enemies and Gold Medal strategies for ace pilots.

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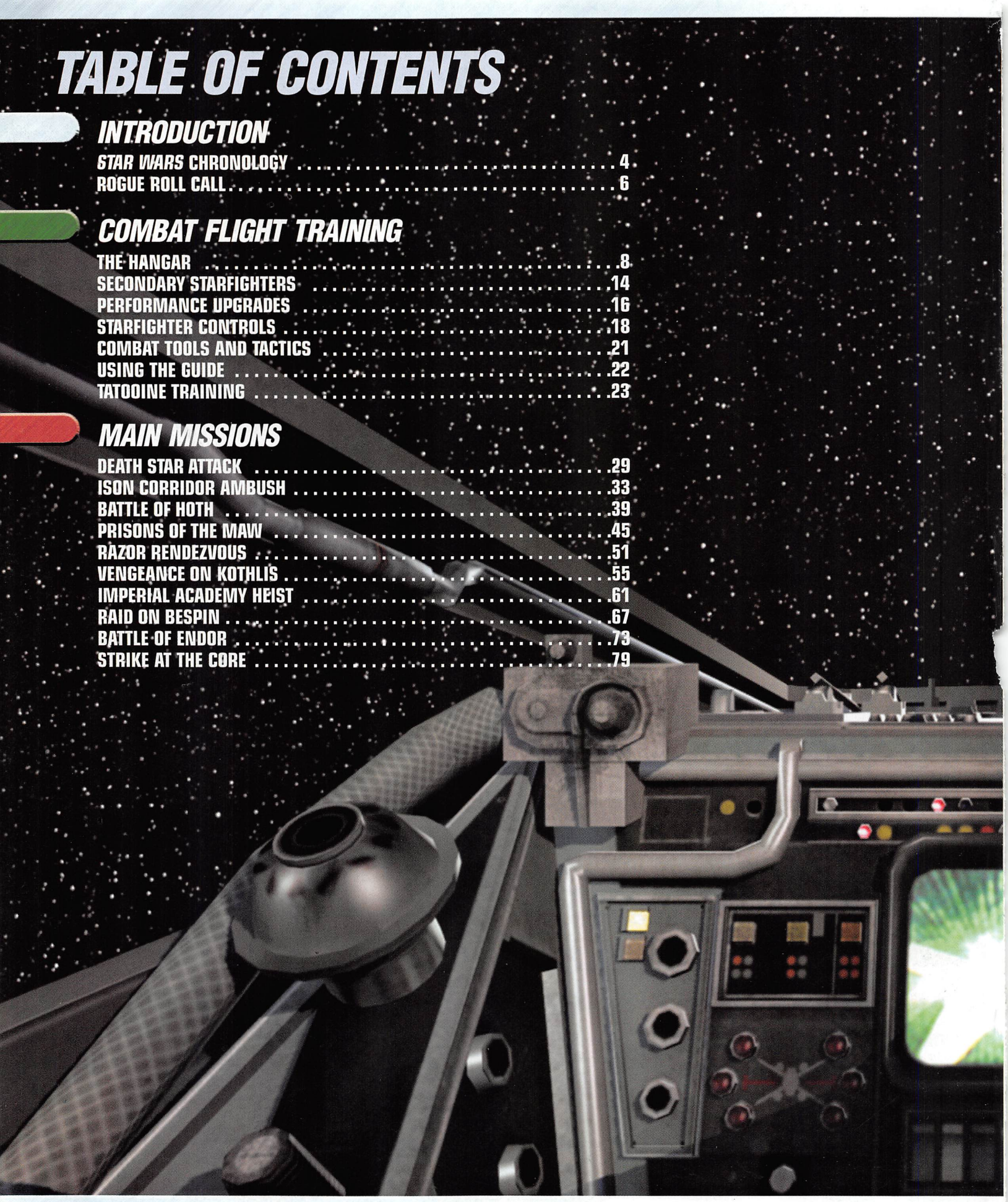

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STAR WARS *CHRONOLOGY*

Rogue Leader puts you squarely in the middle of famous battles from Episodes IV through VI of the *Star Wars* saga, and it also takes you beyond the scope of the movies. If you've ever wondered how the Rebel war effort was going while Luke was hanging out with Yoda on Dagobah, now you know. You'll also take a trip to the dark side, where you'll learn what it's like to live with Darth Vader's chronic wheezing.

MAIN MISSIONS OF THE REBEL FORCES

STAR WARS®

MISSION 1

DEATH STAR ATTACK

The climactic battle from Episode IV: *A New Hope* takes place over the first Death Star. After you clear away some of the battle station's defenses, you'll need to bull's-eye its reactor exhaust port.

MISSION 2

ISON CORRIDOR AMBUSH

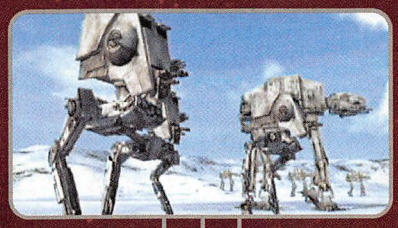
Somewhere between *A New Hope's* triumphant ending and *The Empire Strikes Back's* dire beginning, Rebel forces must get from Yavin 4 to Hoth. The second mission covers a portion of the trip.

THE EMPIRE STRIKES BACK®

MISSION 3

BATTLE OF HOTH

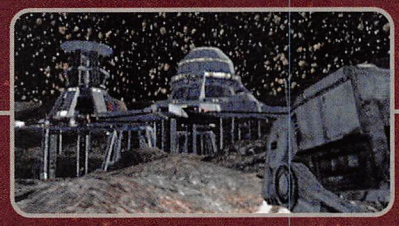
Imperial forces track the Rebels to their secret base on Hoth at the start of Episode V. The Imperial ground assault on the base is already well under way as Mission 3 begins.



MISSION 4

PRISONS OF THE MAW

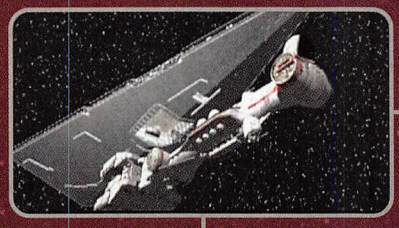
The Rebel soldiers left behind on Hoth have just broken out of an Imperial prison complex at the Maw Installation. They need fighter support to reach their getaway shuttle.



MISSION 5

RAZOR RENDEZVOUS

Rebel spies have stolen top secret data from the Empire and are racing to a rendezvous point near the planet Kothlis. The data are related to a super weapon that appears in Episode VI.

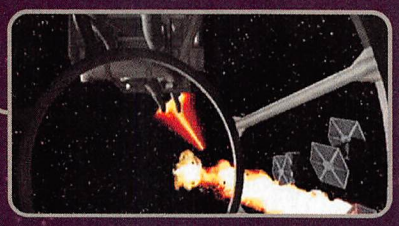


BONUS MISSIONS

BONUS MISSION: **MILLENNIUM FALCON**

DEATH STAR ESCAPE

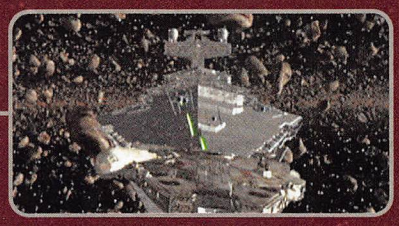
The first unlockable Bonus Mission takes place before the Death Star Attack in the first movie. As the Millennium Falcon tries to flee the Death Star, Luke must fight off TIEs with a laser cannon.



BONUS MISSION: **MILLENNIUM FALCON**

THE ASTEROID FIELD

Han Solo, Chewbacca and Princess Leia make a desperate escape into an asteroid field after the Rebels lose the Battle of Hoth. Take the helm of the *Millennium Falcon* as the chase begins.



RETURN OF THE JEDI™

MISSION 6
VENGEANCE ON KOTHLIS

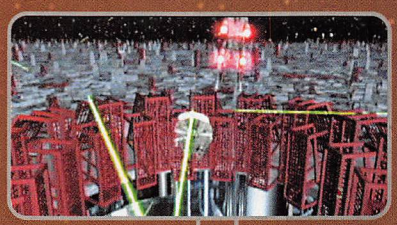
The Star Destroyer that intercepted the Rebel Blockade Runner carrying secret information has crashed on the surface of Kothlis. Rebel commandos must recover the data for the war effort.

MISSION 8
RAID ON BESPIN

Lando Calrissian has fled Cloud City to join the Rebel Alliance, and Imperial forces have taken over Bespin's Tibanna gas operations. Rogue Squadron must secure the gas for the Alliance.

MISSION 10
STRIKE AT THE CORE

A few Rebel ships launch a last-ditch attack on the Death Star II at the end of Episode VI—sound familiar? This time the *Millennium Falcon* plays a starring role, rather than a cameo.



MISSION 7
IMPERIAL ACADEMY HEIST

The Rebel Alliance has hatched a plan to take out the Death Star II. You must steal an Imperial Shuttle so a Rebel commando team can reach the Shield Projector on Endor.

MISSION 9
BATTLE OF ENDOR

As Luke confronts Darth Vader on the new Death Star in Return of the Jedi, the Rebel fleet comes out of hyperspace to attack the space station. The Imperial fleet is waiting there to ambush them.

ALTERNATE BONUS MISSIONS

BONUS MISSIONS: ALTERNATE REALITY
DEATH STAR DEFENSE

Darth Vader makes a quick appearance in a TIE Advanced at the end of Episode IV, but it turns out he was pretty busy during the entire battle. Gun for your son to accomplish the mission.

BONUS MISSIONS: ALTERNATE REALITY
REVENGE ON YAVIN

Assuming Darth Vader managed to stop Luke, what would have stopped him from going after the entire Rebel Base? The medal ceremony was a happier ending.

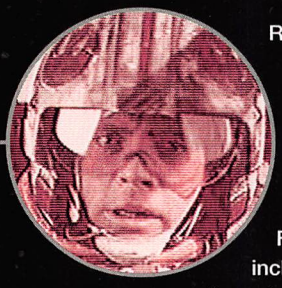
BONUS MISSIONS: ALTERNATE REALITY
DEATH STAR ENDURANCE

Find out what would happen if a lone X-wing tried to take on the entire Death Star at the end of Episode IV. R2-D2 will have to make a lot of repairs to the ship.

ROGUE ROLL CALL

During your rebellious quest, you will take to the skies as some of the finest pilots in the galaxy. While you start the game as the promising young hero, Luke Skywalker, you will fly most of the missions as Luke's friend and fellow Rogue Leader, Wedge Antilles. You'll be able to play as Darth Vader, Han Solo, and Lando Calrissian once you've unlocked the bonus missions and the *Millennium Falcon*.

LUKE SKYWALKER

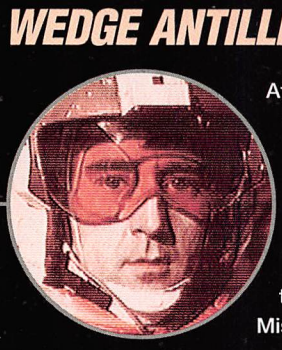


Raised by moisture farmers on Tatooine, Luke Skywalker's ambition was to escape his dusty farmboy life and join his best friend, Biggs Darklighter, at the Imperial Space Academy. His dreams of space travel and adventure were amply realized when fate brought two droids, R2-D2 and C-3PO, into his life. The droids led Luke to Obi-Wan Kenobi and, in time, to Princess Leia and the Rebel Alliance. Luke's piloting abilities, combined with his innate connection to the Force, made him a valuable asset to the Alliance, and his victories, including his destruction of the Death Star, led to the creation of the Rogue Squadron. Luke leaves to study with Yoda on Dagobah early in the game.

MISSIONS USING LUKE SKYWALKER

MISSION 1: DEATH STAR ATTACK
MISSION 2: ISON CORRIDOR AMBUSH
MISSION 3: BATTLE OF HOTH
BONUS MISSION 1: DEATH STAR ESCAPE
BONUS MISSION 5: DEATH STAR ENDURANCE

WEDGE ANTILLES



After Luke leaves to study, his friend and comrade, Wedge Antilles, leads the Rogue Squadron. The former light freighter pilot began his career with the Rebel Alliance smuggling weapons on his freighter. Wedge soon took the controls of an X-wing fighter, and was a member of the famed Red Squadron, the group of rebel fliers who brought down the original Death Star. After the Death Star mission, Luke Skywalker, Wedge Antilles and the best pilots in the Rebel Alliance joined to form the Rogue Squadron. Wedge takes over where Luke leaves off in Mission 3: Battle of Hoth.

MISSIONS USING WEDGE ANTILLES

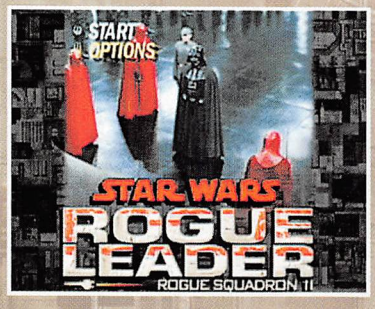
MISSION 3: BATTLE OF HOTH
MISSION 4: PRISONS OF THE MAW
MISSION 5: RAZOR RENDEZVOUS
MISSION 6: VENGEANCE ON KOTHLIS
MISSION 7: IMPERIAL ACADEMY HEIST
MISSION 8: RAID ON BESPIN
MISSION 9: BATTLE OF ENDOR
MISSION 10: STRIKE AT THE CORE

ADDITIONAL CHARACTERS

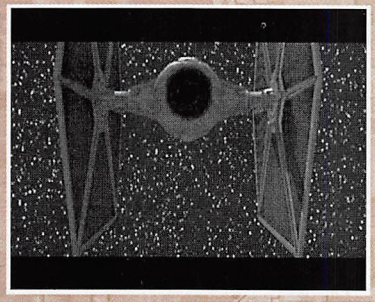
You'll have the opportunity to play the game as other characters. Two of the Alternate Bonus Missions give you the chance to fly as Darth Vader. In The Asteroid Field Bonus Mission, you'll pilot the *Millennium Falcon* as Han Solo. Once you've unlocked the *Millennium Falcon*, you can replay Mission 10: Strike at the Core as Lando Calrissian.

THE REEL DEAL

Star Wars Rogue Squadron II: Rogue Leader is not only based on the *Star Wars* films, it also includes many minutes of actual footage from the movies, Dolby Pro Logic II sound and several features that will remind you of a feature film DVD.



The Rogue Leader Game Disc is the only place you'll see the first three *Star Wars* movies on DVD—until they are officially released. Of course, the Game Disc shows only short clips without sound, but it helps to set the mood for the game. Check out the Special Features menu for more cool extras once you unlock them in the game.



If you have a stereo system that can handle the game's five-channel, Dolby Pro Logic II compatibility, you'll be treated to a new standard for video game sound. The Audio Test feature will allow you test your surround sound setup with a circling TIE fighter.

COMBAT FLIGHT TRAINING INFORMATION FOR THE

REBEL FORCES

There are many things to master before you can truly aid the Rebel Alliance. Learn all you can about each ship and its controls, weapons and upgrades. Research the medals system. Try to understand your mission. Train well—you cannot fail the Alliance.

THE HANGAR

Available Craft

Rogue Squadron pilots have five main Rebel ships at their disposal. Every ship has been engineered with unique handling, weaponry and defenses, so some ships will be more appropriate for certain missions. When you select a mission, the available craft will appear on the holographic display. Ships pictured in green are immediately available for the mission. Any ship pictured in red will be available eventually, but you must first unlock the craft by completing the mission in which it first appears as a usable ship. The chart below details which mission you must complete before a new ship will become available as an alternate selection.

Before you embark on a mission, the available craft, their weapons and any upgrades you've scored for them will appear on screen. You can use any ship shown in green, while the ships shown in red must be unlocked. Since every ship handles differently, replay the missions and try out the alternate ships—one of them may have the right stuff to help you win a Gold Medal.

UNLOCKING THE REBEL FLEET

X-WING: Already Unlocked
A-WING: Complete Mission 2: Ison Corridor Ambush
AIRSPEEDER: Complete Mission 3: Battle of Hoth
Y-WING: Complete Mission 4: Prisons of the Maw
B-WING: Complete Mission 5: Razor Rendezvous

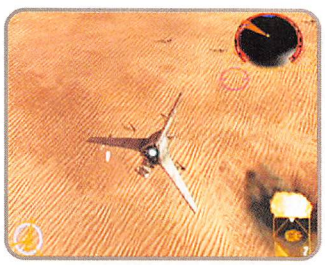
In the Hangar

Before you take wing, your pilot will appear in the hangar, which houses all of the ships available for the mission you have selected. To scope out a ship, approach it, press the X Button, then use the C Stick to look around. By pressing the Y Button, you can hear information on the ship you are viewing. If the ship is unlocked for the mission, you can take it for a ride by pressing the A Button.

T-16 SKYHOPPER

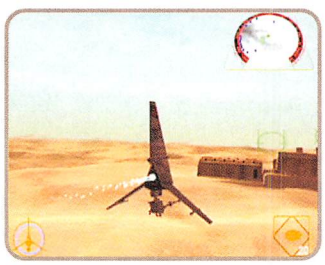
Before he became an ace in an X-wing, Luke Skywalker piloted a T-16 skyhopper. It was the vehicle Luke used to earn his wings, and, in the Tatooine Training mission, you will use it to perfect your piloting prowess. The skyhopper can be souped up with a variety of weapons, so the versatile craft will enable you to familiarize yourself with much of the Rebel fleet's diverse arsenal.

FEATURES



Evolving Weapons

The various training lessons will add weapons to the skyhopper's arsenal. New secondary weapons, such as proton bombs and ion cannons, will become available as you fly through your practice flight on Tatooine.

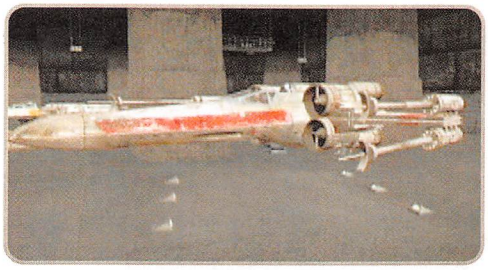


Speed Boost

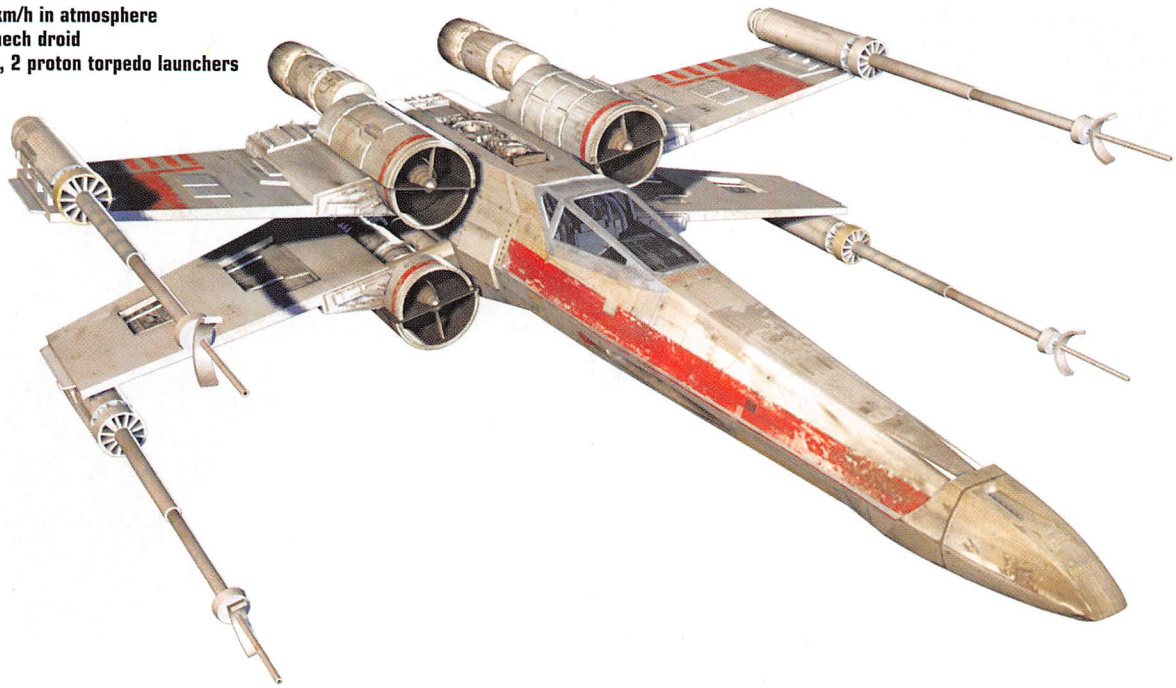
To cruise at high speed, press the R Button. To fly even faster, activate the skyhopper's speed boost. As you fly, the triangular meter in the lower-right corner of the screen will fill up. When the meter is maxed out, you can click the R Button for a jolt of speed.

X-WING

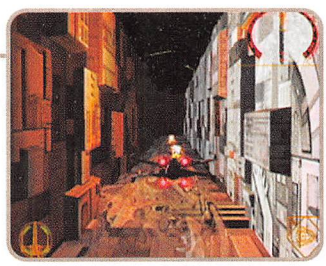
Because of its fine-tuned and balanced blend of speed, maneuverability and shield strength, the trusty X-wing is the ship of choice for Rogue Squadron. The X-wing is an all-purpose starfighter that packs the firepower to make it perfect for search-and-destroy missions, while sporting handling that's nimble enough to make it a formidable foe in a dogfight. When it's available in a mission, the X-wing is often the best ship for the job.



CLASS: Incom T-65B X-wing Space Superiority Fighter
SIZE: 12.5 m long
SPEED: 80 MGLT, or 1,050 km/h in atmosphere
CAPACITY: 1 pilot, 1 Astromech droid
WEAPONS: 4 laser cannons, 2 proton torpedo launchers



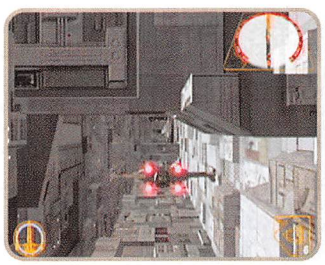
SECONDARY WEAPON



Proton Torpedoes

Targets that require a barrage of laserfire can be severely weakened or altogether obliterated by one hit from a proton torpedo. The X-wing's secondary weapon comes in limited supply, so save the powerful projectiles for big targets, including the Death Star.

FEATURES



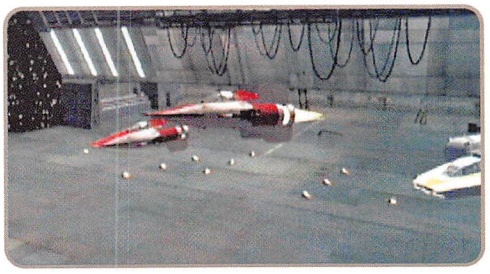
S-foils

The ship's double wings are called S-foils. When the S-foils are open, the X-wing can fire. Only when the S-foils are closed can the ship reach top speed. Opening the wings slows the X-wing down, but you can also decelerate while the wings are shut by gently pressing L.

Astromech Droid

As you take damage in flight, the onboard droid will make repairs. If your X-wing is on the verge of taking more hits than it can sustain, a last-chance repair icon will appear. Before the fleeting icon disappears, hit the Control Pad in any direction for an instant fix and full return to shipshape condition.

A-WING



Utilizing twin J-77 "Event Horizon" engines, the A-wing is the fastest fighter in the Rebel arsenal, easily outpacing all but the quickest Imperial ships. Such blistering speed is not without a cost, however. A-Wings have notoriously weak hulls and shields, and can be downed with only a few laser blasts. Paired Borstel laser cannons and concussion missile launchers round out the package.

SIZE: 9.6 m long
SPEED: 120 MGLT and Class 1 Incom GBk-785 hyperdrive or 1,300 km/h in atmosphere
CAPACITY: 1 pilot and up to 40 kg of cargo
WEAPONS: 2 Borstel laser cannons, 2 Dymek HM-6 concussion missile launchers
DEFENSES: Forward and rear Sirplex Z-9 shield generator and titanium reinforced alloy hull

SECONDARY WEAPON

Concussion Missiles

Concussion missiles are projectiles that cause massive shock waves upon impact. They fire in groups of four, so keep a close eye on your ammunition count. They are among the weakest secondary weapons in terms of the damage they cause.

FEATURES

Speed Boost

Improve the already impressive speed of an A-wing by using speed boosts. Activate them by pressing the R Button, and note that they must recharge once you've fired them. Use the meter in the right-hand corner to monitor your speed boost status.

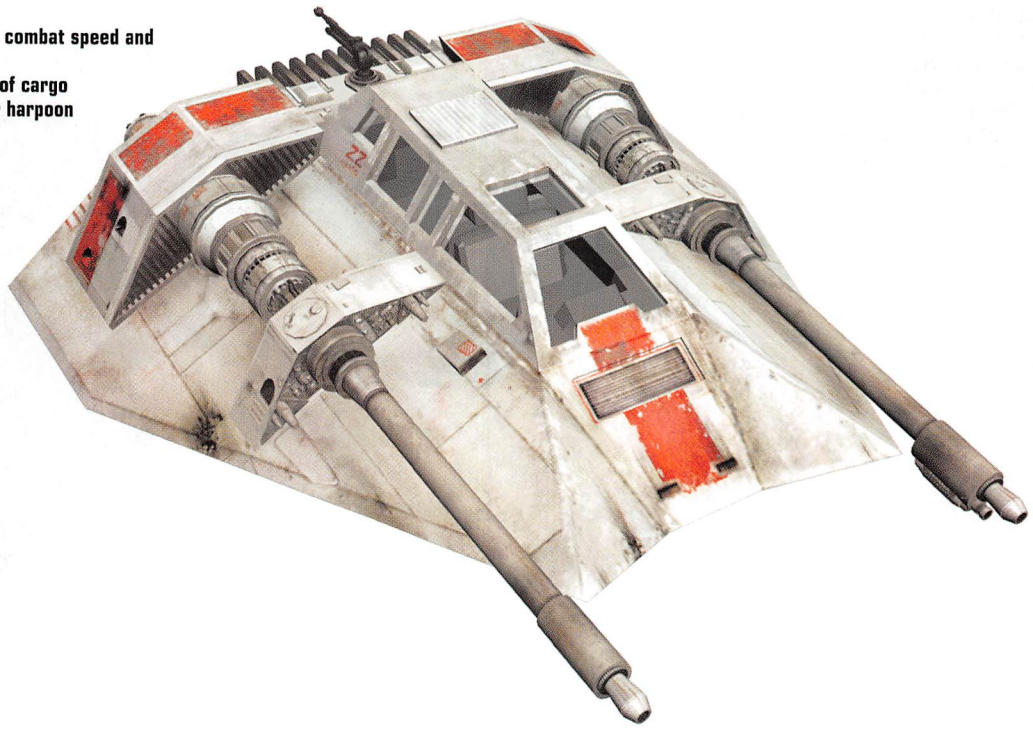
Maneuverability

Your best defense lies not in shielding, but in maneuverability. A high speed and tight turning radius make it easy to avoid lasers and shake pursuing enemy vessels. Quick strike-and-retreat runs represent your best chance of surviving ship-to-ship combat.

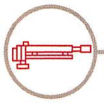
SPEEDER

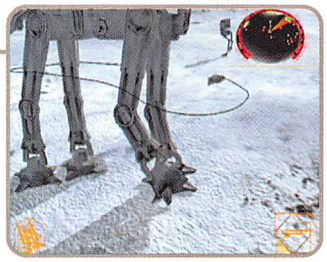
The speeder isn't a spacecraft in the true sense of the word—rather, it is a repulsor craft which must fly low to the ground. The ship sports a pair of high-powered laser cannons in front, and an inventive harpoon and tow cable as the secondary weapon. Since it lacks deflector shielding of any kind, skilled speeder pilots must rely on the craft's speed and maneuverability to escape tight spots.

SIZE: 5.3 m long
SPEED: 1,000 km/h, with 570 km/h optimal combat speed and a maximum altitude of 250 m
CAPACITY: 1 pilot and 1 gunner plus 10 kg of cargo
WEAPONS: Double laser cannon and power harpoon
DEFENSES: Heavy armor plating



FEATURES





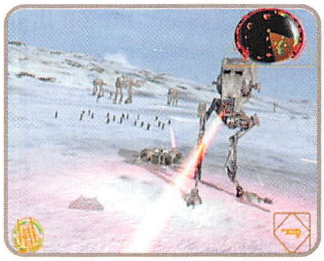
Tow Cable

Normally used to haul cargo, the tow cable is a quick and effective tool for taking down Imperial AT-AT Walkers. The tow cable is easy to use and requires no direct aiming. Simply fly close to an AT-AT's legs—the lower, the better—and press the B Button.

Speed Boost

Speeders receive an extra burst of speed thanks to a pair of powerful afterburners. You can activate the speed boost by pressing the R Button, and it must recharge once fired. Check the meter in the lower right-hand corner to see if the afterburners are recharged.

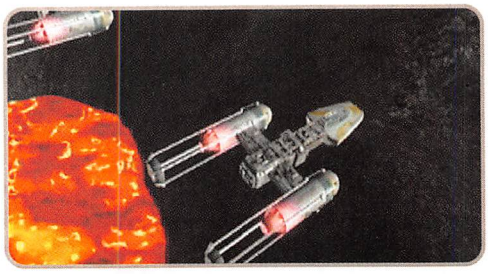
CAUTION



Low Flight Ceiling

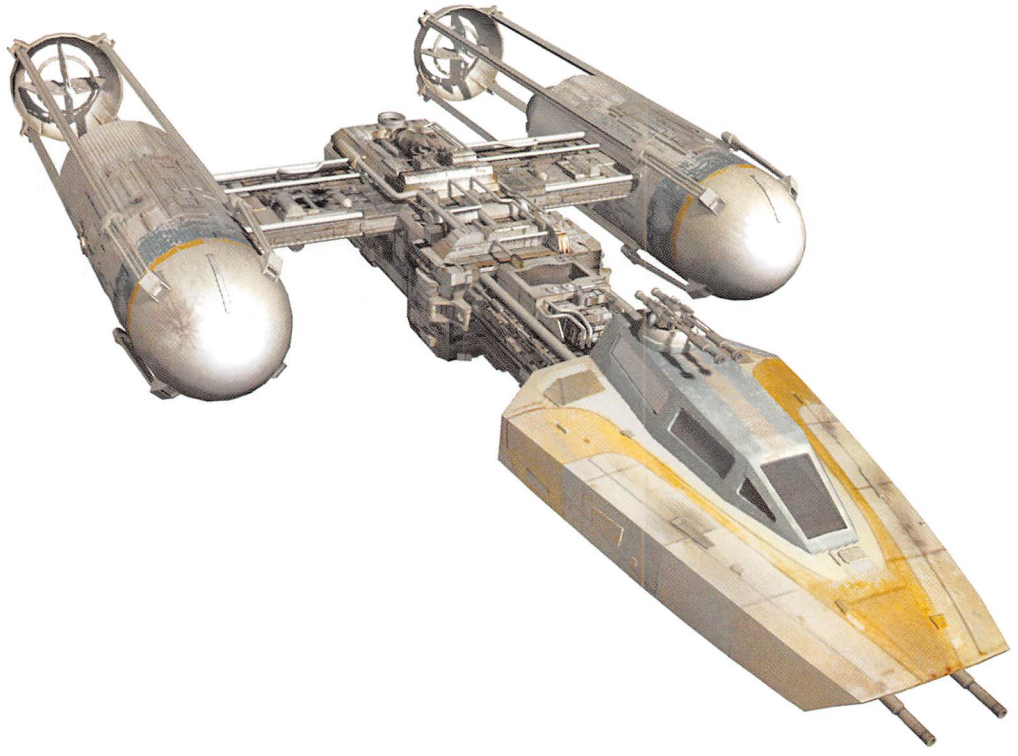
Speeders can travel only 250 meters above a planet's surface. The ship's design makes it almost impossible to crash it into the ground, so you can hug terra firma without fear by pressing Up on the Control Stick.

Y-WING

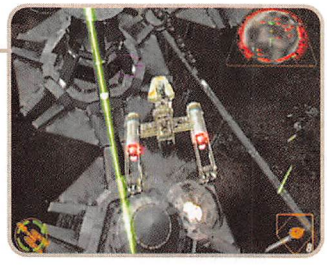


Though an older design, the Y-wing is vital to the Rebel fleet. What it lacks in maneuverability—and that's a lot—the Y-wing makes up for in armor, shielding and firepower. It's too slow and clunky to be considered the first choice for ship-to-ship combat, but on planet-based missions or bombing runs, the Y-wing has no equal. It comes equipped with ion cannons and can carry a variety of secondary weapons.

CLASS: Koensayr BTL-S3 Y-wing Attack Starfighter
SIZE: 16 m long
SPEED: 70 MGLT
CAPACITY: 1 pilot, 1 Astromech droid
WEAPONS: 2 laser cannons, 1 twin ion cannon, 2 proton torpedo launchers

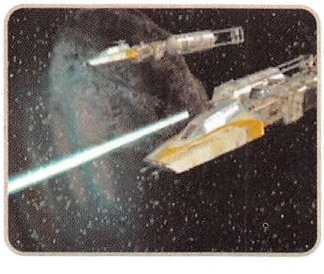


SECONDARY WEAPON



Proton Bombs

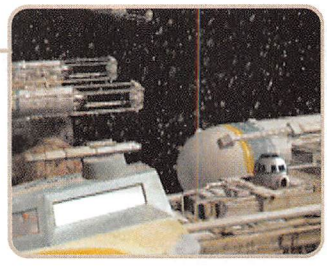
Press the B Button to bring up a targeting reticule, then tap B again to drop a bomb. The targeting computer shows a top-down view of the landscape when you activate proton bombs.



Ion Cannon

Ion cannons can disable ships and other electronic devices. Press and hold the B Button to charge the weapon, then release B to fire. The ion cannon must recharge between uses. Use the meter in the lower right-hand corner to check the recharge status.

FEATURES

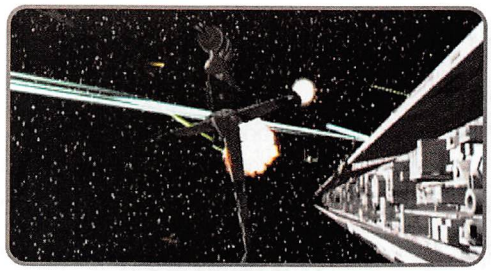


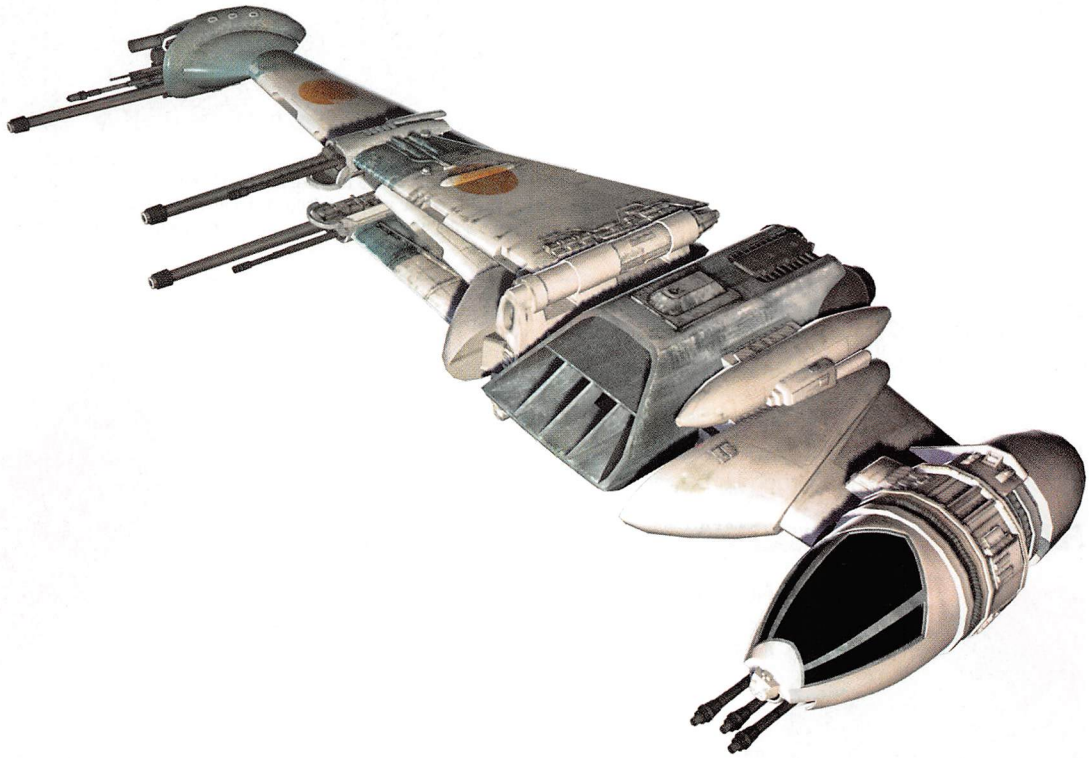
Astromech Droid

Midmission repairs are easy with an Astromech droid. Known as R2 units, the droids can restore full shields and health to a damaged ship if the pilot is quick enough. Look for a "repair" option to flash in the top left-hand corner.

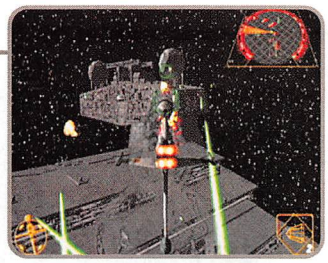
B-WING

Designed by Admiral Akbar, the B-wing is loaded with firepower. When the S-foils are opened or closed, the cockpit remains in place while the rest of the ship rotates around the pilot. The B-wing is equipped with a daunting array of weaponry, good shielding and tough armor. It isn't the fastest ship in the fleet by any means, and the odd design makes it tough to maneuver in tight spots.



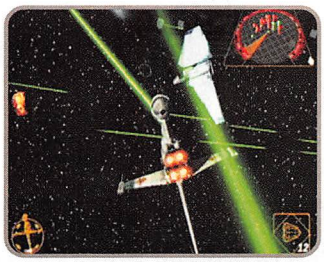


SECONDARY WEAPON



Proton Torpedoes

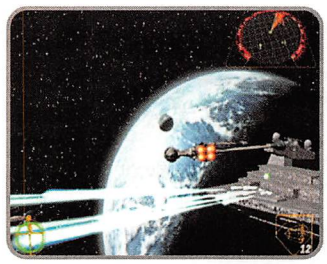
B-wings can carry up to 12 proton torpedoes at a time. proton torpedoes will only fire straight ahead unless you have the Homing upgrade, so aim carefully. Press the B Button to fire the weapon.



Ion Cannon

Ion cannons can disable ships and other electronic devices. Press and hold the B Button to charge, then release B to fire. Use the meter in the lower right-hand corner to check the cannon's status, as the weapon must recharge after each use.

FEATURES



Retractable S-foils

The S-foils give B-wings stability while in flight. The craft travels fastest when the foils are retracted, but it can attack only with the foils extended. If you must squeeze a B-wing into a tight area, make sure that you retract the foils first.

SECONDARY STARFIGHTERS

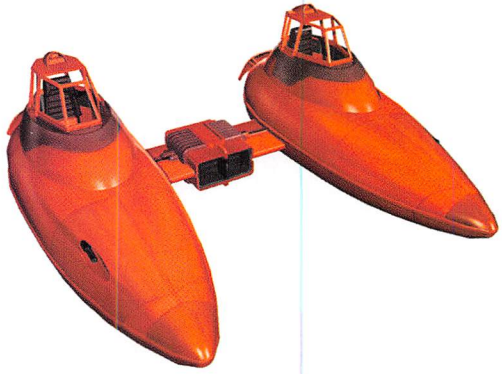
Jumping Ships

There are many different ways to approach missions in Rogue Leader, and many optional ships to use. In some cases, you'll come across an optional ship within a mission. In other cases, you'll be able to select an alternate ship for a mission after you've successfully completed the same mission with its default ship.

The spinning Rebel Icons signify ship-change points in missions. In some cases, the change is optional, but usually you'll need to make the switch to complete a mission objective. The first time you play a mission, you'll see the usable default ship highlighted in green, and alternate ships highlighted in red. After you complete the mission, you'll get the green light to use alternate ships that you have unlocked.

CLOUD CAR

The sporty cloud car is a civilian vehicle used to zip between Bespin's suspended platforms. It may have relatively weak laser cannons and no secondary weapon, but it is perfect for maneuvering through tight spaces.



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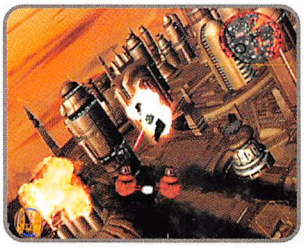


Nice and Nimble

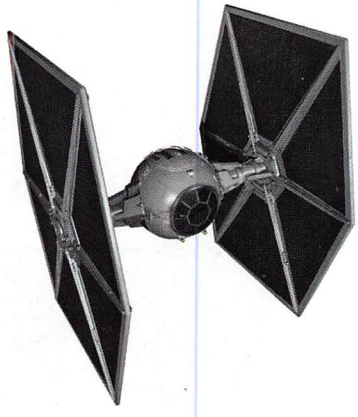
Pick up the cloud car on platforms in Cloud City. It is almost as fast as the A-wing when you use its speed boost, and it has better brakes than the fighter. In other words, you can get to where you want to go in a heartbeat, then slow down enough to accomplish your objectives once you're there.

AVAILABLE ON

SHIP CHANGE ON MISSION 8: RAID ON BESPIN

TIE FIGHTER

Like the cloud car, the TIE fighter is lightly armed but very maneuverable. The Empire's approach is quantity over quality—the weakly shielded fighters are often deployed in large swarms to overwhelm enemies.



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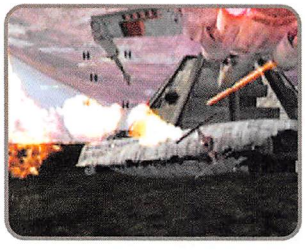


Disposable Starfighter

Survival should be your main concern when you take the controls of a TIE fighter—it takes only a few hits from a laser cannon to knock the fragile ship out of the sky. Use the ship's responsive turning and rapid-fire cannons respectively to avoid and destroy enemies before they can fire at you.

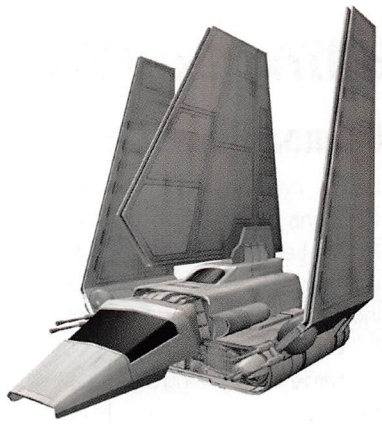
AVAILABLE ON

BONUS MISSIONS: TRIUMPH OF THE EMPIRE AND REVENGE ON YAVIN

SHIP CHANGE ON MISSION 7: IMPERIAL ACADEMY HEIST

IMPERIAL SHUTTLE

The *Lambda*-class Imperial shuttle is a personnel transport craft with weak shields and below-average firepower. The slow-moving starship was never intended for combat, but its forward- and rear-mounted laser cannons will do in a pinch.



FEATURES

Tailgaters Beware

If an enemy ship wants to attack the shuttle, it won't have any difficulty getting on your tail. You'll have to rely on the shuttle's self-aiming tail cannon to protect yourself. The cannon isn't very accurate, but if you keep pressing B to fire, you'll eventually hit your pursuers.

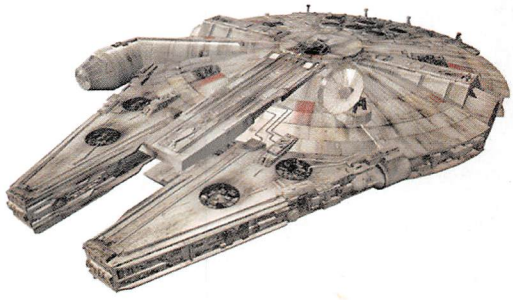
AVAILABLE ON

BONUS MISSIONS: TRIUMPH OF THE EMPIRE AND REVENGE ON YAVIN

SHIP CHANGE ON MISSION 7: IMPERIAL ACADEMY HEIST

MILLENNIUM FALCON

Han Solo's Corellian freighter has a mysterious history, but its major modifications are well known. It boasts front-, top- and bottom-mounted laser cannons and concussion missile launchers. When you fly the ship, the bottom-mounted cannon is self-aiming.



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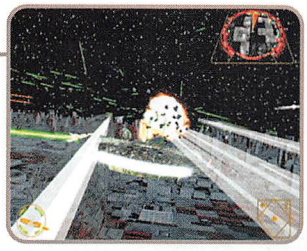


Missiles Away

The *Falcon* carries 12 concussion missiles, which, since they fire two at a time, effectively give you six shots. The missiles won't help you much until you discover the advanced homing concussion missile upgrade.

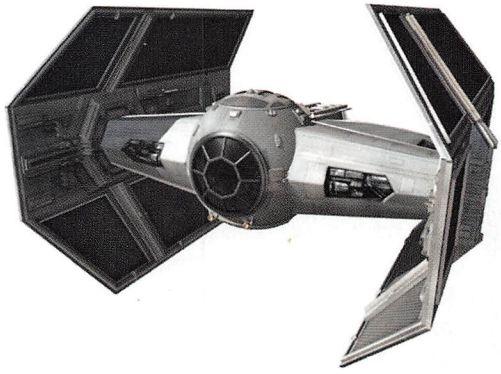
AVAILABLE ON

MISSION 10: STRIKE AT THE CORE

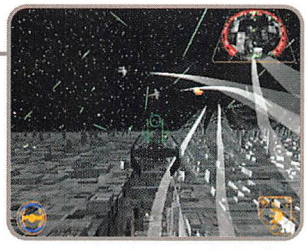
BONUS MISSIONS: DEATH STAR ESCAPE AND THE ASTEROID FIELD

TIE ADVANCED

Darth Vader's TIE advanced is, by far, the best Imperial ship in the game. The sleek fighter comes fully loaded with strong shields, rapid-fire laser cannons and a full complement of cluster missiles.



FEATURES



Pest Spray

If you have the advanced homing cluster missile upgrade, it will transform the TIE advanced from a decent fighter into the most destructive ship in the game. The homing missiles are most effective when you fire them from a healthy distance.

AVAILABLE ON

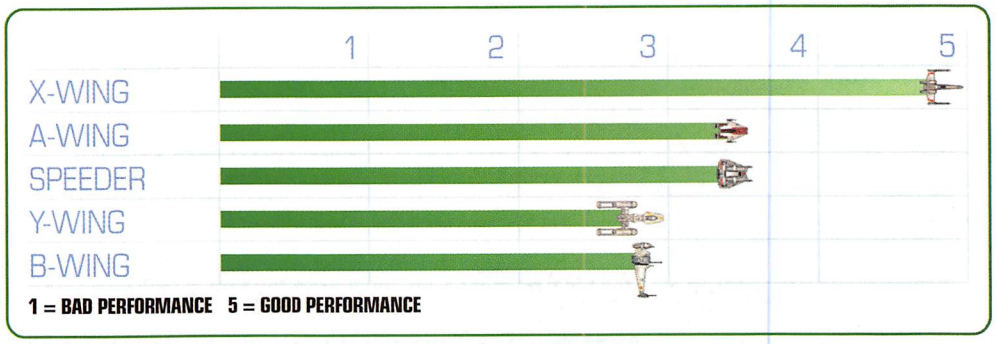
BONUS MISSIONS: TRIUMPH OF THE EMPIRE AND REVENGE ON YAVIN

PERFORMANCE UPGRADES

RELATIVE PERFORMANCE LEVELS FOR REBEL STARFIGHTERS

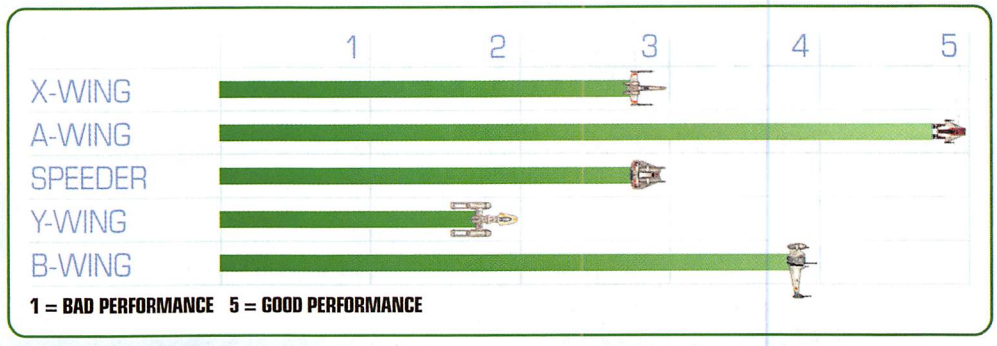
Cannon Power

Laser cannons are the primary weapons on all the ships you'll fly in Rogue Leader. You'll have an unlimited number of shots, and you can increase the power of individual shots if you allow your cannons to recharge. The X-wing's four cannons give it the edge over other ships.



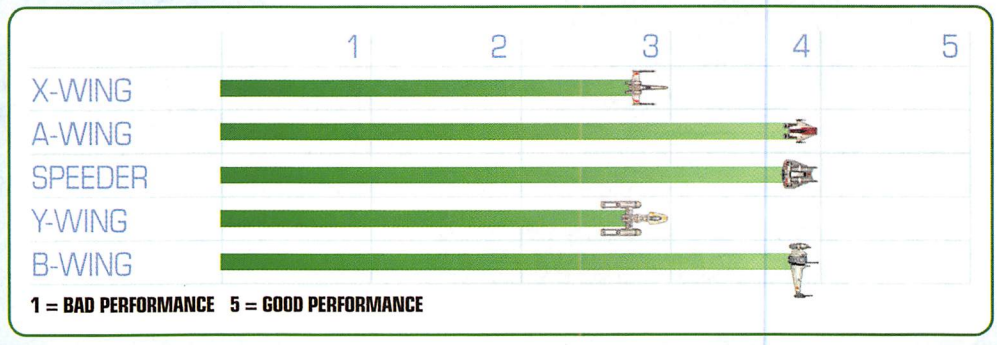
Maneuverability

Many missions require you to make multiple passes over targets or to hunt down wily TIE interceptors. The A-wing will turn on a dime, but the Y-wing steers like a blimp.



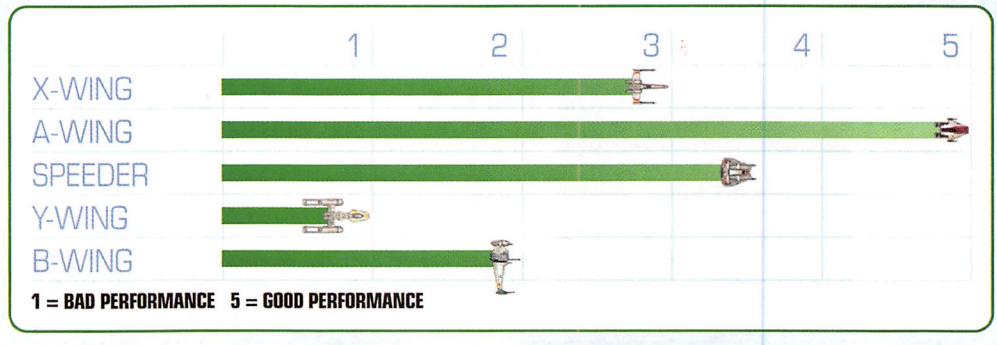
Brake Power

Sometimes slowing down is more important that speeding up. Hitting the L Button to slam on your brakes can throw enemies off your tail, give you more time to blast a stationary target or allow you to avoid oncoming obstacles.



Speed

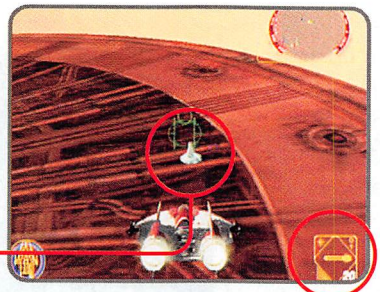
In the case of the A-wing, speed is life. It has virtually no shields, but, if enemies can't catch it, they can't shoot it. Conversely, the Y-wing creeps along like a weather front, but it can take a lot of punishment. The X-wing and the B-wing cannot fire weapons while going full speed.



TECH UPGRADES

Locate the Upgrade

You can enhance most of the weapons in the game with Tech Upgrades found in the 10 main missions in the game. The small, white power-up modules can be difficult to find. Usually they are hidden off the beaten path or are contained in ships or buildings that you must destroy.



Check the Upgrade

After you find an upgrade for a secondary weapon—and complete the mission in which you found it—you'll see a small upgrade icon in either the right or left upper corner of the secondary weapons display.

PROTON TORPEDOES

Advanced Proton Torpedoes

Found in Mission 2: Ison Corridor Ambush. The first upgrade for each secondary weapon increases its destructive power. Advanced proton torpedoes speed up the process of destroying armored targets.

Advanced Homing Proton Torpedoes

Found in Mission 6: Vengeance on Kothlis. After you get the upgrade, you can press B to lock onto a target, then press B again to fire a homing proton torpedo. It takes a few seconds to lock onto a target.

CONCUSSION MISSILES

Advanced Concussion Missiles

Found in Mission 7: Imperial Academy Heist. Concussion missiles are relatively weak secondary weapons, but you can give them some teeth by grabbing the power-up.

Advanced Homing Concussion Missiles

Found in Mission 8: Raid on Bespin. Homing concussion missiles work just like homing proton torpedoes, but they are faster and less accurate.

PROTON BOMBS

Advanced Proton Bombs

Found in Mission 5: Razor Rendezvous. If proton bombs are good, advanced proton bombs must be better, right? Increase your destructive power with the upgrade.

Advanced Spread Proton Bombs

Found in Mission 7: Imperial Academy Heist. A spread proton bomb explodes like a regular bomb then sends out a spray of less powerful bomblets.

CLUSTER MISSILES

Advanced Cluster Missiles

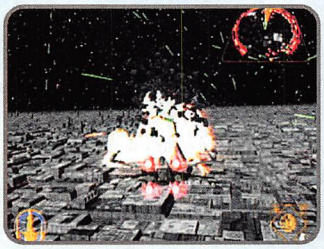
Found in Mission 4: Prisons of the Maw. Cluster missiles are concussion missiles that, as their name suggests, fire in clusters of six. They are extremely difficult to aim without a homing upgrade.

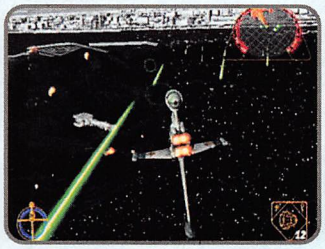
Advanced Homing Cluster Missiles

Found in Mission 9: Battle of Endor. The upgrade turns a useless secondary weapon into the most powerful weapon in the game. Your missiles will seek out the five closest targets—friends and foes alike.

OTHER TECH UPGRADES TO FIND

Advanced Blasters and Shields





The advanced shields upgrade—which allows your shields to take a few extra hits—is in Mission 1: Death Star Attack. The advanced laser cannon upgrade makes each blast from your cannons stronger. The upgrade is in Mission 3: Battle of Hoth.

Advanced Targeting Computer

Found in Mission 10: Strike at the Core. The upgrade allows you to turn your Targeting Computer on and leave it on without having to hold down the Y Button. You can also use it to send wingmen after specific enemies.

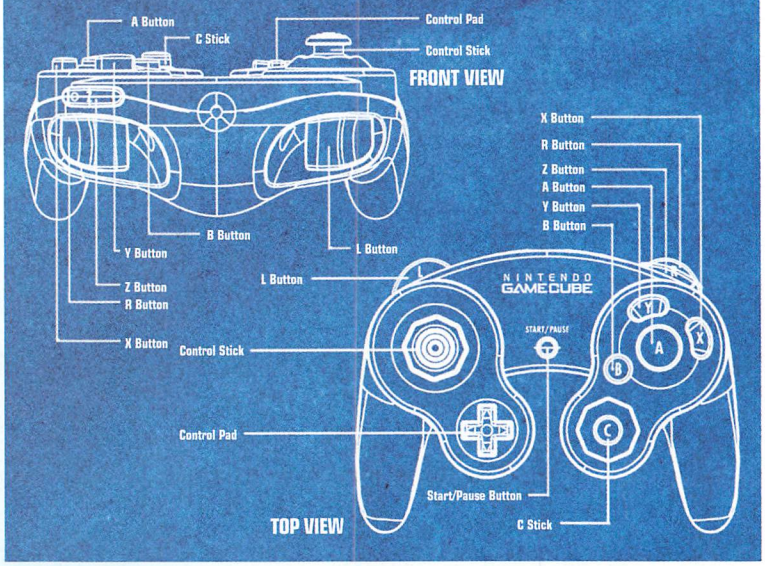
STARFIGHTER CONTROLS

Take the Stick

All of the ships in the game use the same basic controls, but there is some variation in how the ships will respond to the controls. There are also certain controls, such as wingmen commands or weapon buttons, that may change function, depending on the context in which they're used.

THE CONTROLLER

Rogue Leader uses every part of the Nintendo GameCube Controller, so it's important to familiarize yourself with the different function buttons. For example, the R and L Buttons perform different functions depending on how firmly you press them.



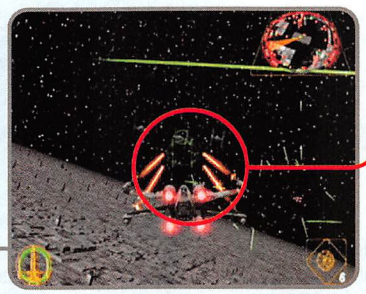
STEERING

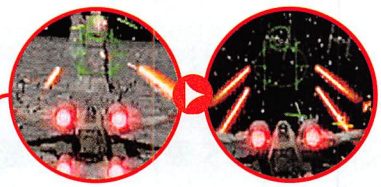
Use your left thumb to maneuver starships with the Control Stick. Push Up on the Control Stick to dive, and press Down to climb.

The analog Control Stick gives you very precise control over your ship. You'll need to master the minute adjustments necessary to target moving enemies.

LASER CANNONS

The A Button is the most conveniently placed button on the Controller—which is good, since you'll have to press it constantly to fire your laser cannons. If you hold the button down, your lasers will fire repeatedly and lose their destructive power.

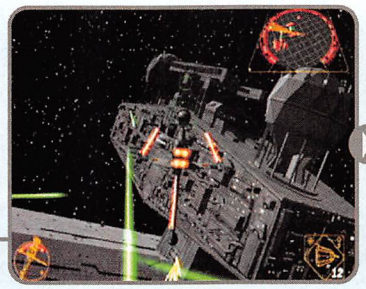


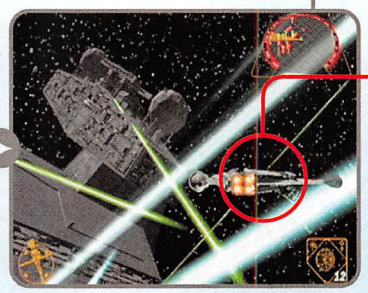


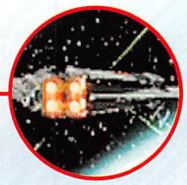
When you use the X-wing, you can hold down the A Button to fire two shots at a time from your four laser cannons. If you wait for your lasers to charge up—a line around your Secondary Weapons Display will indicate the charge level—you will fire a more powerful blast from all four cannons when you press A.

ACCELERATION AND DECELERATION

The R Button is the accelerator, and the L Button is the brakes. Because both buttons are analog, you can control your speed based on how hard you press them. Press until you feel a click for maximum speed or braking.



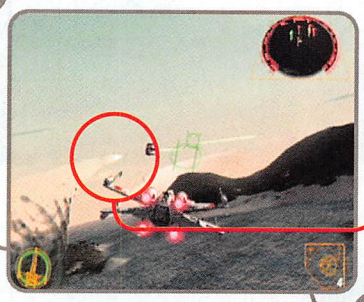




Press the R Button until it clicks to close the S-foils on an X-wing or B-wing. Press R, L or A to open them. The S-foils must be closed to go the maximum speed.

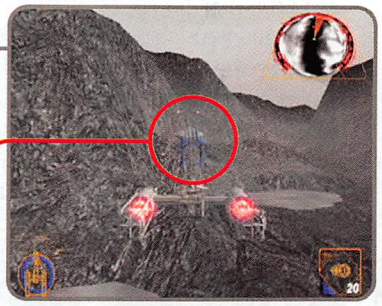
SECONDARY WEAPONS

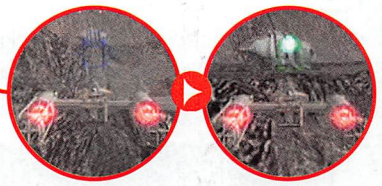
The starfighters in the game use a variety of secondary weapons, such as proton torpedoes or concussion missiles. Press B to fire such weapons. To use proton bombs, press the B Button once to enable bombing mode then press B again to drop a bomb.



Your firing controls will change after you've upgraded your proton torpedoes and concussion missiles with the homing upgrade. Press B once to bring up the yellow targeting diamond. When you've locked on to a target, red arrows will appear around it. Press B again to fire.

Ion Cannon

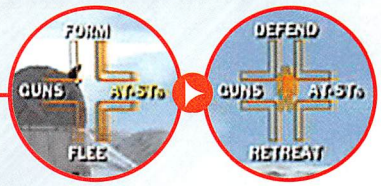




The ion cannon is a specialized weapon that disables electronic devices. To use it, hold down B until your crosshairs turn blue, then release the button. Y-wings, B-wings and the T-16 have ion cannons.

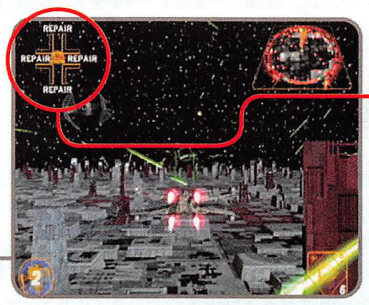
COMMUNICATIONS DISPLAY

A Communications Display will appear in the upper-left corner of the screen at different points in any given mission. The commands on the display correspond to directions on the Control Pad. When you press a direction on the Control Pad, you issue a command.



You can bring up the Communications Display for your wingmen at any time by pressing the Control Pad. In some missions, a Communications Display for ground forces will appear at critical moments.

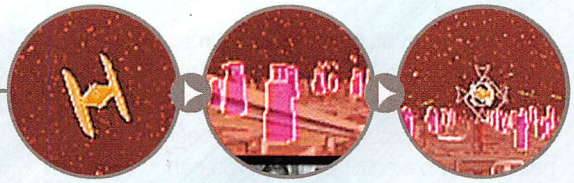
Astromech Droid



You can also issue commands to your Astromech droid when your ship is severely damaged. When the Communications Display appears, press any direction on the Control Pad quickly to repair your shields. If you fail to press the Control Pad fast enough, you'll lose your droid and your shields will stay at their minimum level until you finish the mission or lose your ship—whichever comes first.

TARGETING COMPUTER

Press the Y Button to engage your Targeting Computer, a heads-up display that highlights enemy targets in yellow or purple. You will automatically switch to cockpit view when you press Y, and the Targeting Computer will stay on only as long as you have the button depressed.



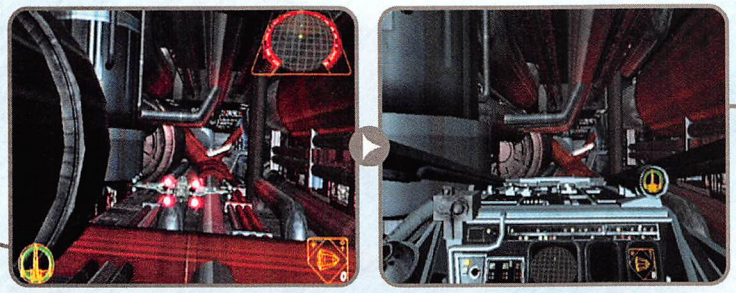
Yellow targets are high priority—they must be destroyed. Purple targets are nonessential, but they will count toward your Enemies Destroyed statistic. After you get the Advanced Targeting Computer upgrade, you'll be able to use the computer to mark specific enemies or groups of enemies then send your wingmen after them. The upgrade also allows you to leave your computer on indefinitely.

BARREL ROLLS

Press the Z Button, then move the Control Stick left or right to perform a partial or complete barrel roll, a maneuver that rotates your ship's position relative to the horizon. If you hold down the button, your ship will remain in whatever position you choose. If you release Z Button, your ship will automatically correct itself so that it is upright and level with the horizon. Barrel rolls are useful for performing tight turns and loops.

CHANGE THE VIEW

You can toggle between cockpit view and the chase camera by pressing the X Button. Cockpit view gives you a first-person perspective. Chase camera gives you a rear view of your ship.



Game Settings Menu

Many of the automatic camera and barrel roll control features can be turned off in the Game Settings menu. For example, if you turn off the enemy camera feature, the camera will no longer pull back while you are being pursued. The cockpit auto-switch allows you to lasso AT-ATs with tow cables while in cockpit view mode.

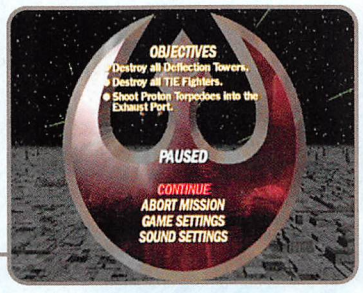
CAMERA CONTROL

The C Stick lets you adjust the position of the camera on the fly. If you are in chase camera mode, you can use the C Stick to push the camera closer to your ship, to pull it back or to shift it slightly to the right or the left. If you are in cockpit view mode, you can shift the camera about 180° to the left or right and move it up and down a modest distance.

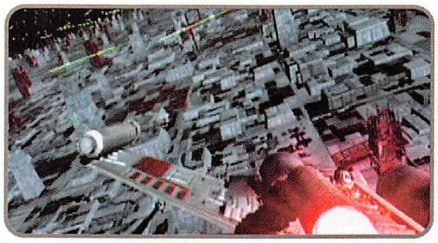
If you have the Advanced Targeting Computer upgrade, you can use the C Stick to target enemies on the computer display. When four white arrows appear around an enemy or enemies, you can command your wingmen to attack.

PAUSE SCREEN

Because your objectives sometimes change during a mission, you should pause the game periodically to check the objectives list. A check will appear next to completed objectives. You can also access Game Settings and Sound Settings menus.



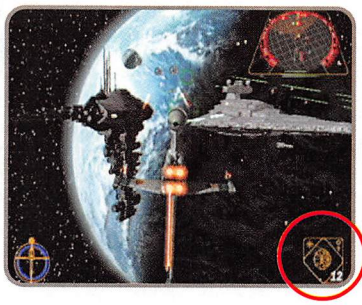
COMBAT TOOLS AND TACTICS

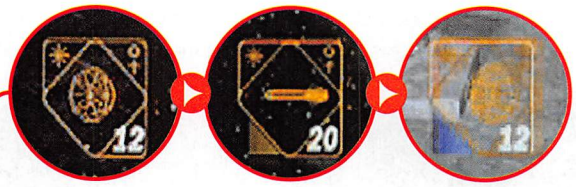


You'll have a lot of information on screen to digest at any given time during game play. In addition to the main camera view, there are three multipurpose displays, like the Damage Indicator in the lower-left corner, that keep you updated on your ship's position and condition.

WEAPONS DISPLAY

The Weapons Display packs a great deal of information into a small space. The central image in the display is a 3-D wireframe of your secondary weapon. The upper corners of the display show whether or not you have a particular upgrade for your secondary weapon. The number in the lower-right corner shows how many secondary weapons remain.

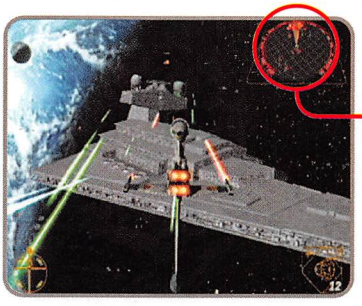




Whenever you fire your laser cannon, a bold line will begin to move around the border of the Weapons Display. When it completes its circuit, your lasers will be fully charged. The meter in the lower-left corner of the display shows the status of your speed boost—in yellow—or ion cannon—in blue—depending on what ship you are using.

SCANNER

The scanner in the upper-right corner of the screen shows your location relative to other vehicles and the current mission objective. A yellow wedge will project from your ship in the direction of the current objective. As you get closer to the objective, the wedge will expand. The scanner's border will flash white just before you reach the mission boundaries.



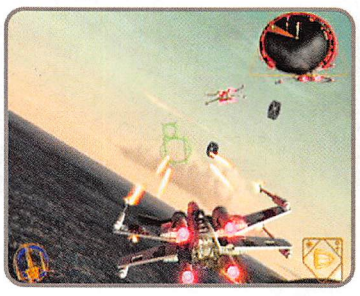
The scanner is a convex display that represents three-dimensional space. The display shows red enemies and green friends with vertical lines that show their relative altitudes. The mission objective wedge will become a cone that points up or down when you fly too high or low. Vehicles other than friends or enemies appear as blue dots.

DOGFIGHTING TECHNIQUES

Inside Track

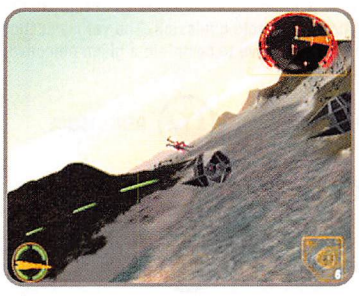
Enemies rarely travel in a straight line. Try to establish a straight flight path inside the curved path of your enemy. As you move closer, the enemy target will pass in front of your crosshairs. If the enemy suddenly changes direction, you'll be able to adjust more quickly than if you were trying to stay on its tail.

Leading Fire



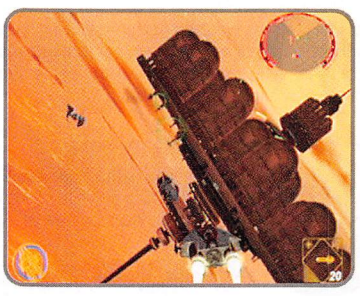
You won't always have time to wait for a clean shot from behind an enemy or head on. If a distant enemy is turning in front of you, try to anticipate where the enemy ship will be when your laser blast reaches it, then fire into that empty space. It takes practice, but leading your targets will eventually become second nature to you. It helps if you try to match your target's altitude.

Terminate a Tail



Enemies will periodically get on your tail during missions, and they will usually stay there until they shoot you down or you manage to lose them. The best way to break off an engagement is through a combination of speed changes and quick turns. When an enemy ship first gets on your tail, start zigzagging so it can't target you effectively. Hit the accelerator, then slam on the brakes and turn while climbing or diving.

Take the Fight to the TIEs

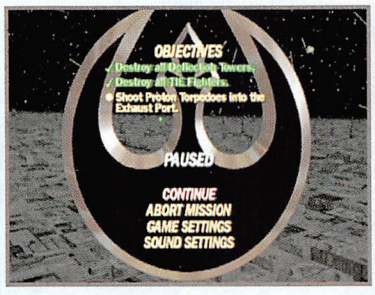


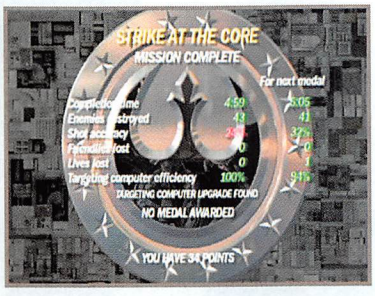
Try to break your dogfighting into two stages: pursuit and attack. You must position yourself so you optimize the chances of destroying an enemy. Try to get behind an enemy ship, then match its speed before you open fire. If a target is far away, accelerate toward it—don't try to pull off a series of low-percentage shots. If you are flying an X-wing or a B-wing, don't be afraid to close your S-foils for a moment to pursue targets.

USING THE GUIDE

Multitasking Missions

Your goals in a mission can vary. If you simply want to complete the mission, all you need to do is fulfill the mission objectives. Check the Pause Screen throughout the mission to stay abreast of the current objectives. Most players will also want to earn medals, which are awarded on the basis of your performance in a variety of categories, such as Shot Accuracy or Enemies Destroyed. You may also play missions for the sole purpose of finding a Tech Upgrade. In those instances, your only concern is finding the power-up and completing the mission.





Check the first page of each mission chapter in the guide to learn all the mission objectives and all the statistical requirements for earning Bronze, Silver and Gold Medals. The mission chapters focus on strategies that will help you complete all the objectives for the first time. The Gold Medal Strategies section provides strategies for advanced players who are familiar with the missions.

Precious Medals

Each of the game's five Bonus Missions can be unlocked with points accrued by earning medals. Whenever you complete a mission you'll see your stats for the mission, the requirements to earn the next medal and your total number of points available. You can allocate your points to unlock any accessible Bonus Mission.

Gold Standards

There are a possible 10 points to earn in each mission. If you get a Bronze Medal, you'll win three points. A Silver will earn you three more points for a total of six. A subsequent Gold Medal will garner four more points. If you win a Gold your first time through a mission—which is about as likely as winning the lottery—you'll get all 10 points at once.

3 POINTS

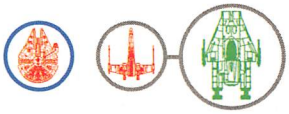
6 POINTS

10 POINTS

Points for a Single Mission

BRONZE MEDAL	SILVER MEDAL	GOLD MEDAL
3 POINTS	6 POINTS	10 POINTS

STRATEGY GUIDE KEY



FIGHTERS AVAILABLE

Each mission has a default fighter—shown in green—that you must use until you complete its objectives. You can use alternate ships—shown in red—to replay certain missions that you've already completed. Bonus ships appear inside blue circles.

READING THE MAPS

Each map in the guide has a grid overlay. The strategy sections may give grid coordinates so you can refer to a specific area on a map.

REBEL FORCES IMPERIAL FORCES

READING THE OBJECTIVE CLOCK

You'll find an objective clock next to each objective in the mission strategy sections. The full pie chart represents the total time to complete a mission. The yellow section shows when you will have to complete a given objective.

SPECIAL TIP REBEL FORCE

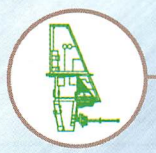
TECH UPGRADE IMPERIAL FORCE

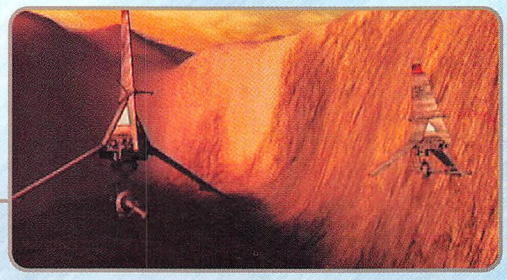
STARFIGHTER CHANGE NONAFFILIATED

MISSION 0

TATOOINE TRAINING

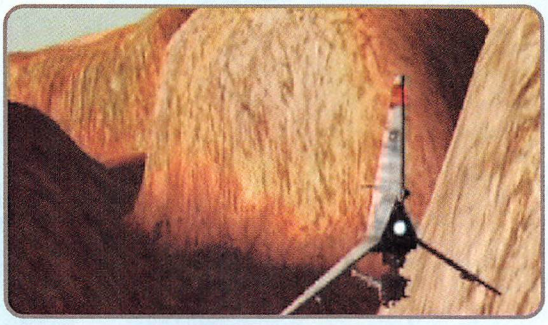
Spend some time down on the moisture farm with Luke and his buddies, Biggs and Wedge—three of the greatest pilots of their generation. Tatooine's desert canyons and expendable fauna provide perfect practice for the desperate challenges to come.





TATOOINE TRAINING

You'll find many challenges to hone your flying skills over the sunbaked surface of Tatooine. Rebel icons indicate lesson and mission objective locations. The objectives are relatively easy, but you'll have the option of trying more difficult challenges once you fulfill the base requirements. Each training session lasts 20 minutes.



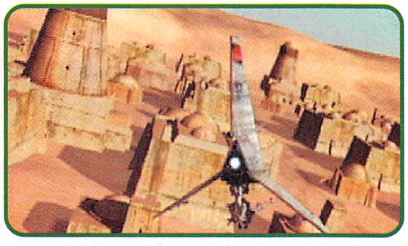
MISSION OBJECTIVES

1. **RACE AGAINST BIGGS THROUGH BEGGAR'S CANYON**
2. **BULL'S-EYE 20 WOMP RATS IN 30 SECONDS**
3. **FIND ALL DISCOVERY ITEMS**

TRAINING COMPLETION GOALS

DISCOVERY ITEMS FOUND		12
LESSONS LEARNED		12
BEGGAR'S CANYON RACING:	TRACK 1	0:50
	TRACK 2	0:40
TOSCHE STATION RACING:	EASY	1:00
	HARD	0:57
WOMP RAT VALLEY:	EASY	20
	MEDIUM	40
	HARD	60
BONUS ITEMS FOUND		2

TATOOINE OVERVIEW

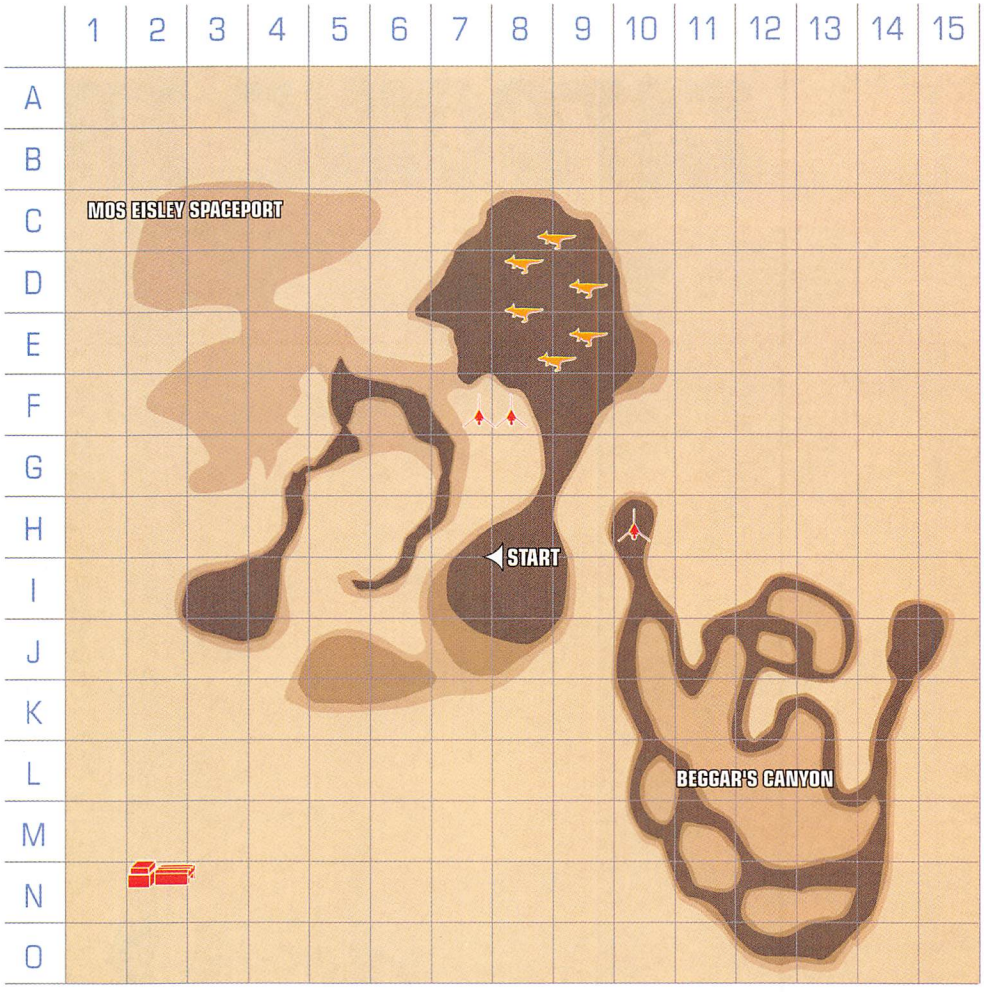


SKYHOPPER RACES:

- BEGGAR'S CANYON RACING
- TOSCHE STATION RACING
- TOSCHE STATION

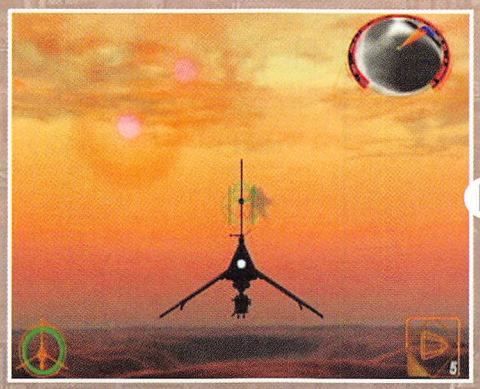
WOMP RAT VALLEY:

- WOMP RATS



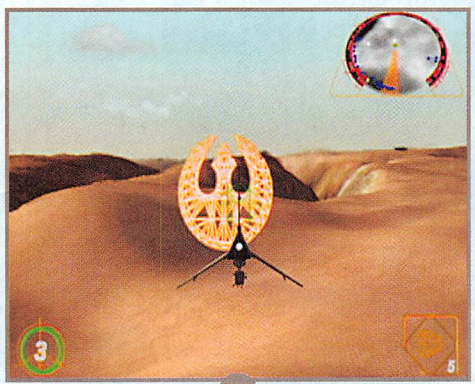
NIGHT AND DAY DIFFERENCES

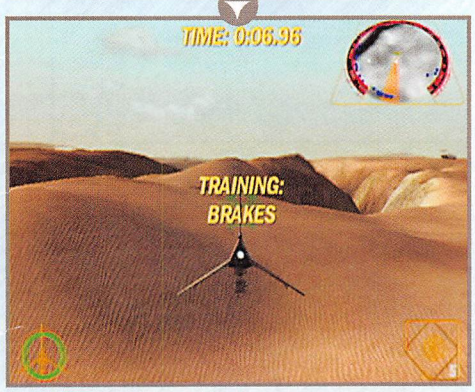
Tatooine will look very different depending on when you train. The twin suns will blaze high in the sky if you play the mission during the day, but you'll fly under twinkling stars if you play at night. The game alters the time of day on Tatooine to one of three different settings based on how you set the Nintendo GameCube's internal clock.



Barnstorm the Barren Planet

Most of the wireframe Rebel icons activate lessons that will guide you through the general controls of your craft. Most of the T-16's features correspond to features found on the more sophisticated starfighters in the game.



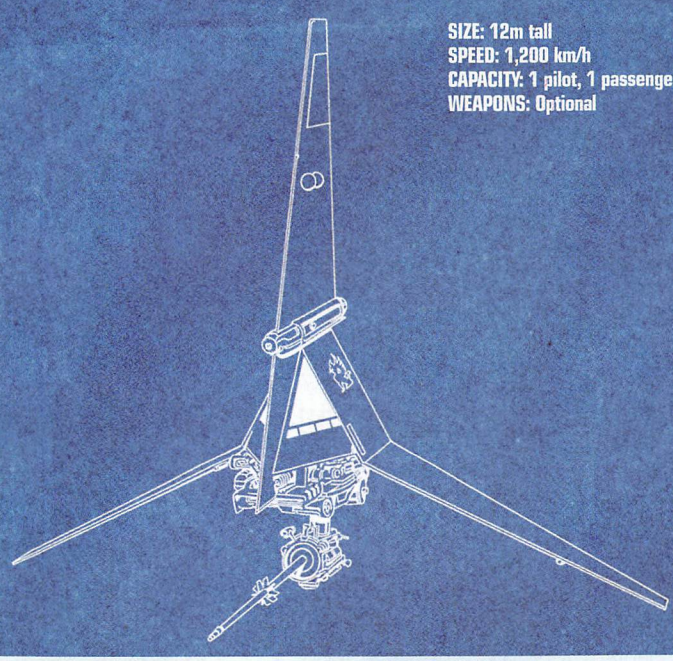


After you fly through an icon, a narrator will explain how to perform a maneuver or operate a feature of the speeder. Follow the narrator's instructions, then listen for his response to see if you've passed the lesson. You can retake the lessons as often as you like. You also get visual confirmation.

INCOM T-16 SKYHOPPER

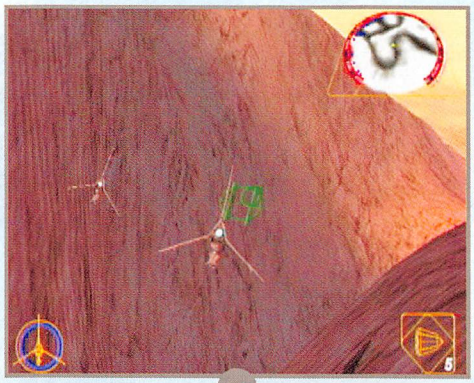
The T-16—a swift speeder favored by aspiring fighter pilots—is the smallest and most nimble craft you'll fly in the game. Its twin pneumatic cannons are fine for blasting womp rats, but it also comes equipped with a heavy-duty ion cannon that you can charge by holding down the B Button. Pick up proton bombs during a lesson to try another weapon.

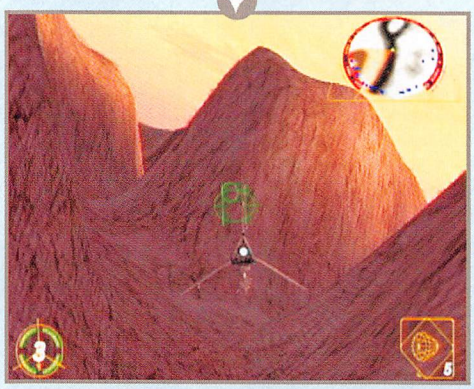
SIZE: 12m tall
SPEED: 1,200 km/h
CAPACITY: 1 pilot, 1 passenger
WEAPONS: Optional



1. RACE AGAINST BIGGS THROUGH BEGGAR'S CANYON

Activate the icon at H10 to challenge your friend Biggs to a race through Beggar's Canyon. The narrow canyon has plenty of twists and turns that will push your T-16's capabilities to the limit. There are two tracks you can take in the race—the longer of the two includes a tight loop.

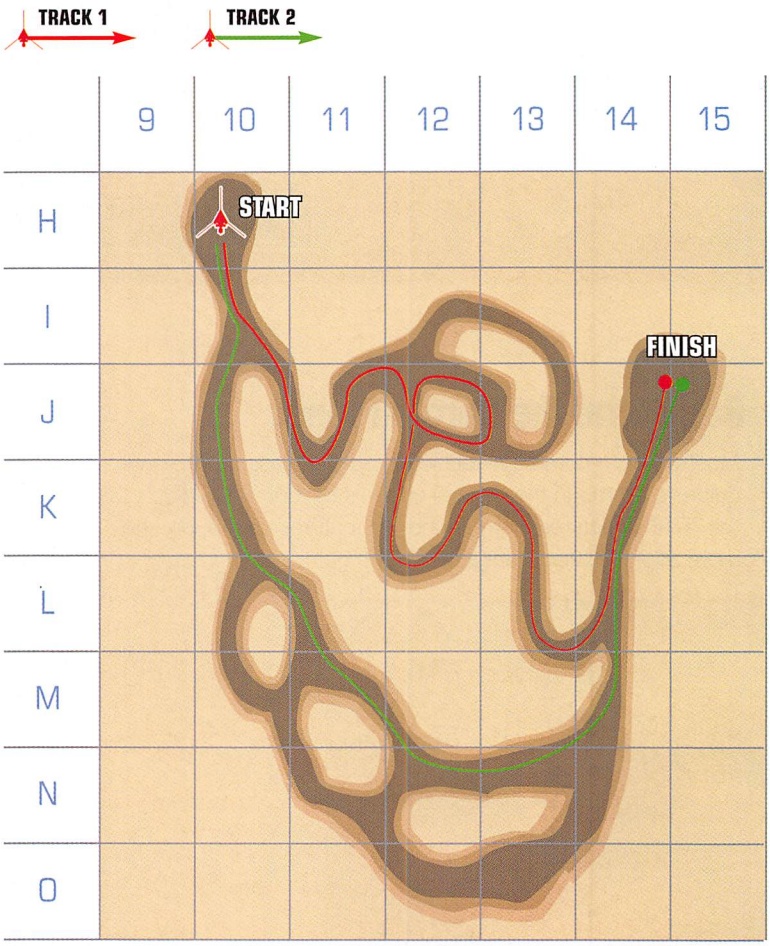




You probably won't win on your first run through the canyon—think of it as a learning experience. Tail Biggs to learn the route so you can jump out ahead of him early in a rematch. Keep an eye on your scanner to learn the route and to keep tabs on Biggs's progress.

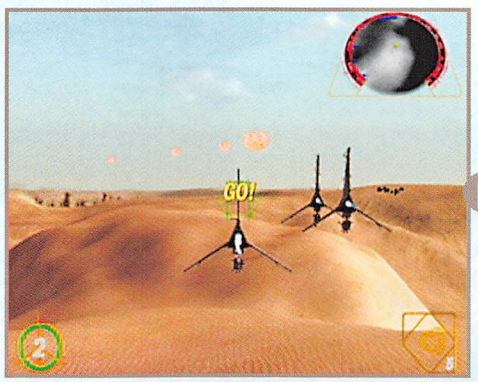
BEGGAR'S CANYON

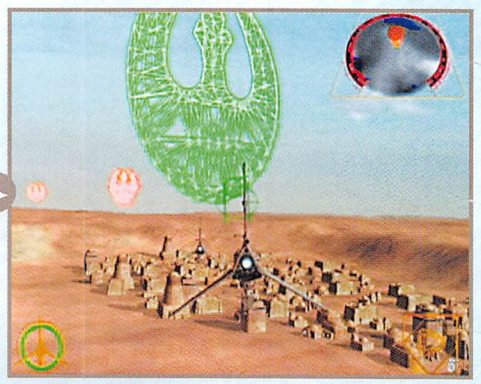
BEGGAR'S CANYON RACING:



Race against Biggs and Wedge to Tosche Station

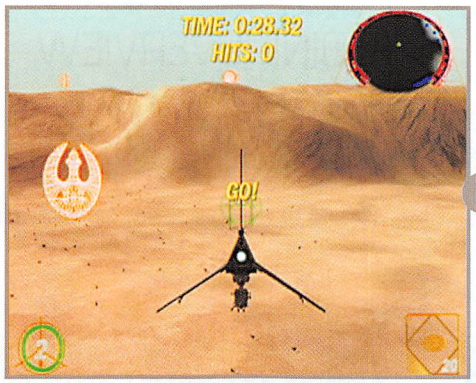
You must maximize your T-16's speed boosts to reach Tosche Station first. It takes a few seconds for your boost meter to recharge, and the trick is to use as many boosts as you possibly can during the race. Of course, your opponents will try to do the same thing, so push off with a boost at the very beginning of the race. Limit your maneuvering to what is necessary to touch the icons—turns will slow you down.

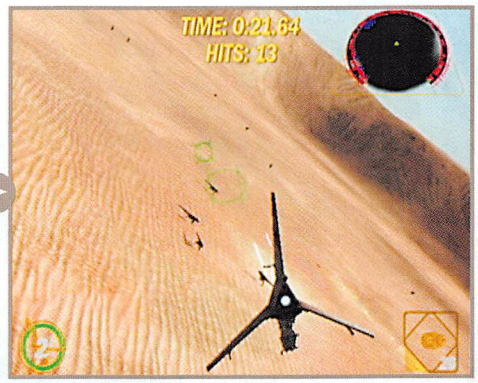




2. BULL'S-EYE 20 WOMP RATS IN 30 SECONDS

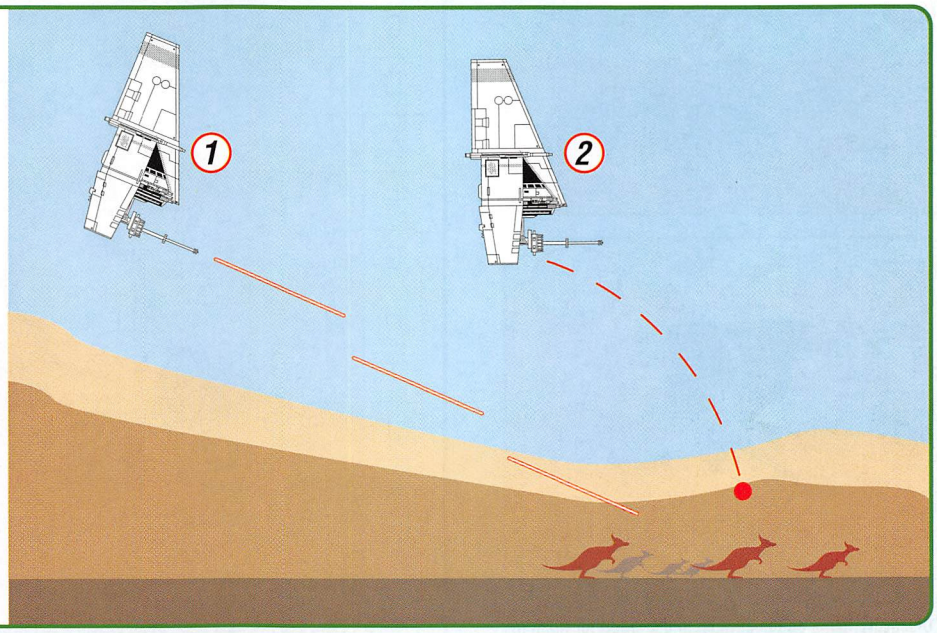
Womp Rat Valley is named after the foul little predators that roam the valley floor. Test your shooting and bombing skills by eradicating as many of the vermin as you can within 30 seconds. Before you go after the rats, remember to pick up some bombs by taking a bombing lesson in an adjacent valley. The extra ordnance will help you increase your point total.





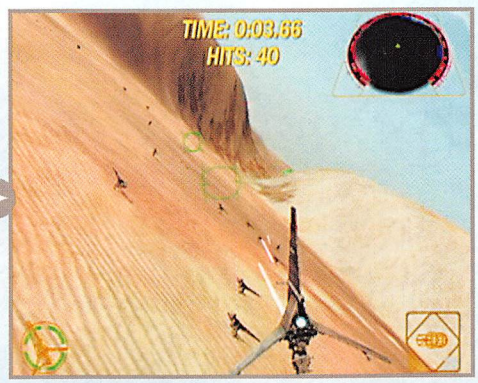
Strafing Strategies

Try to destroy as many rats as possible in the fewest number of passes possible. Start your runs at a high altitude, then go into a long, slow dive while holding the L Button. Toggle the Control Stick left and right to spread your fire, then bomb when you level off at the end of the run.



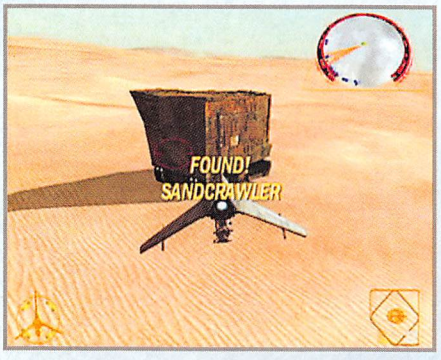
Ratchet Up Your Rat Removal Rate

Your reward for destroying 20 rats in 30 seconds is the opportunity to destroy 40 rats in the same amount of time. If you can take out 40, then you'll be able to shoot for 60. Remember to give the rats some time to repopulate before you try another round—you'll have a problem racking up a score of 60 if there aren't 60 rats available to eliminate. Fly off to a different part of the planet then return.



3. FIND ALL DISCOVERY ITEMS

The windswept dunes of Tatooine are the perfect setting for a little airborne sightseeing before you fire up the laser cannons for battle. Locate all the Discovery Items before time is up to fulfill one of your training requirements. Some of them are easy to miss, so keep your eyes peeled.



You'll want to get a nice, close look at the cool Discovery Items on the surface to get credit for them in the training stats at the end of the session. You must find multiples of some items—Bantha herds, dewbacks and sandcrawlers—to complete the set.

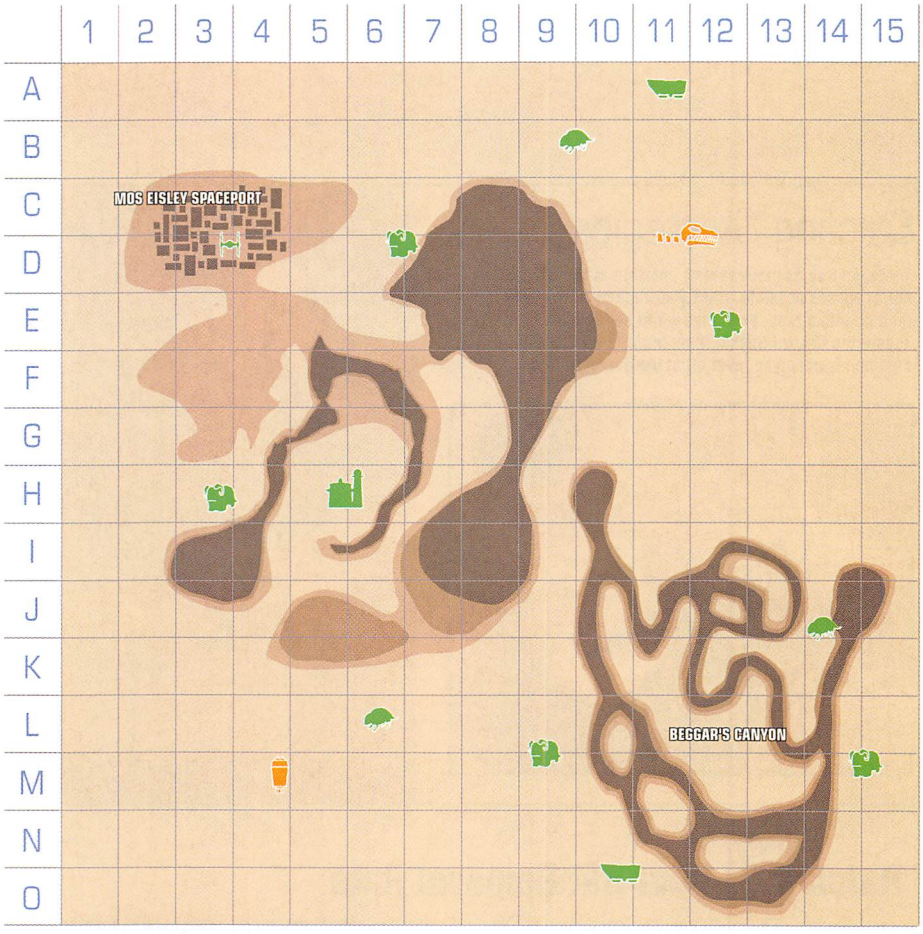
TATOOINE OVERVIEW

DISCOVERY ITEMS:

- JABBA'S PALACE
- BANTHA HERD
- DEWBACK
- CRASHED TIE FIGHTER
- SANDCRAWLER

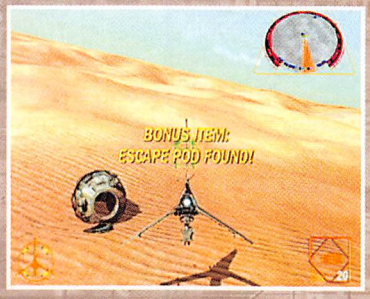
BONUS ITEMS:

- KRAYT DRAGON
- ESCAPE POD



EMPTY VESSELS

In addition to the more commonplace sights and locations on Tatooine, you can also uncover two Bonus Items that will appear on your posttraining stats. The Krayt Dragon was once a fearsome predator of the arid wasteland. Its skeleton is stretched across a sand dune, well-bleached by the twin suns of Tatooine. The Escape Pod is a more recent addition to the planet's landscape. Its two droid passengers appear to be long gone, but you'll see one of them later in the game—plugged into the top of your X-wing.



MISSION 1

DEATH STAR ATTACK

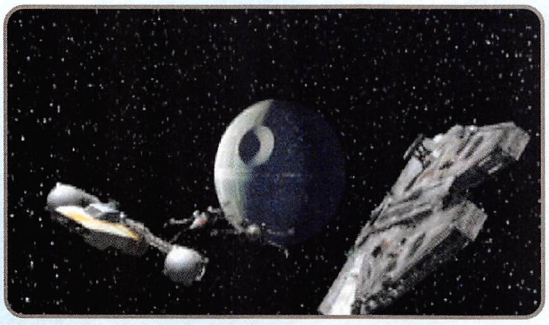
The Empire's spherical super weapon, the Death Star, is closing in on the Rebel Alliance's base on Yavin 4. Lead a squadron of X-wings against an armada of TIE fighters as you seek out the Death Star's Achilles' heel. Prepare yourself for the ultimate in trench warfare.

DEATH STAR ATTACK

Strap yourself into the cockpit of an X-wing then lead a hit-and-run mission against the most formidable weapon in the galaxy. The Death Star is heavily fortified— you'll need to run a gauntlet of gun turrets and TIE fighter patrols before you can deliver a crippling blow to the Emperor's oppressive war machine.

MISSION OBJECTIVES

1. ***DESTROY ALL DEFLECTION TOWERS***
2. ***DESTROY ALL TIE FIGHTERS***
3. ***SHOOT PROTON TORPEDOES INTO THE EXHAUST PORT***



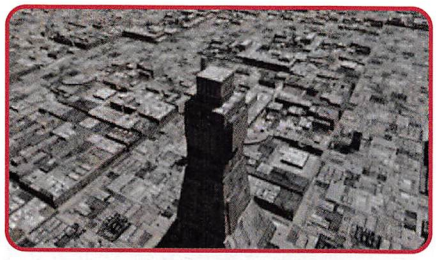
MEDAL REQUIREMENTS

COMPLETION TIME	9:30	7:11	6:05
ENEMIES DESTROYED	21	52	91
SHOT ACCURACY	11%	19%	39%
FRIENDLIES LOST	1	0	0
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	10%	40%	100%

1. DESTROY ALL DEFLECTION TOWERS

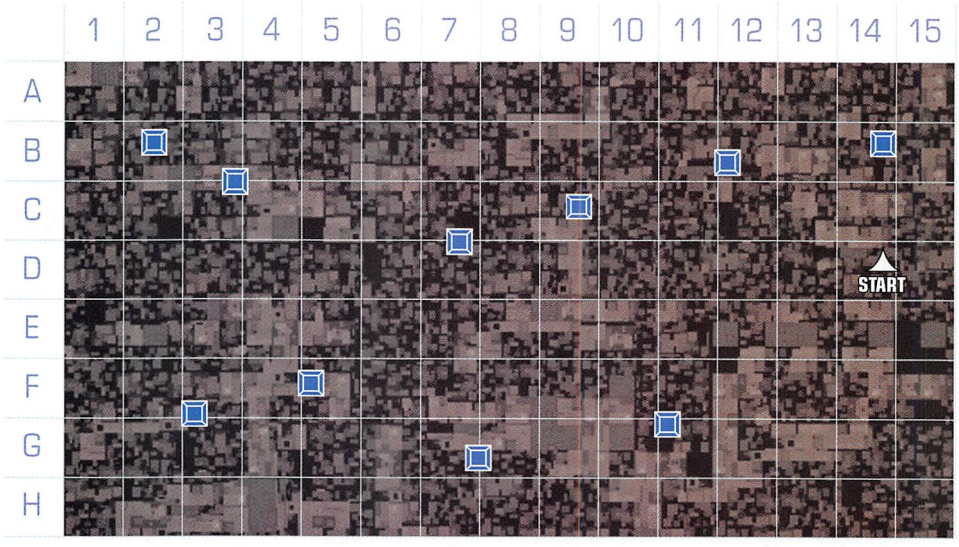
Rebel fighters must knock out an array of Deflection Towers before the alliance can launch a full-scale attack on the Death Star. A skilled pilot should be able to knock out all 10 towers at full attack speed. You can lower your fighter's S-foils briefly then quickly reopen them to move faster between the towers, but try to give yourself enough room to destroy them without braking.

DEFLECTION TOWER ARRAY



IMPERIAL FORCES:

DEFLECTION TOWER



2. DESTROY ALL TIE FIGHTERS

TIE fighters will swarm your position shortly after you destroy the Deflection Towers. The maneuverable fighters will crisscross through the area in small formations. You can order your wingmen to help you destroy the TIEs, or you can hunt them down yourself to boost your stats for a medal.

Use your X-wing's superior speed to swing behind squadrons of TIEs, then spray them with laser fire to knock them out of the sky. If you try to hit them while they pass in front of you, remember to lead them with your cannon fire.

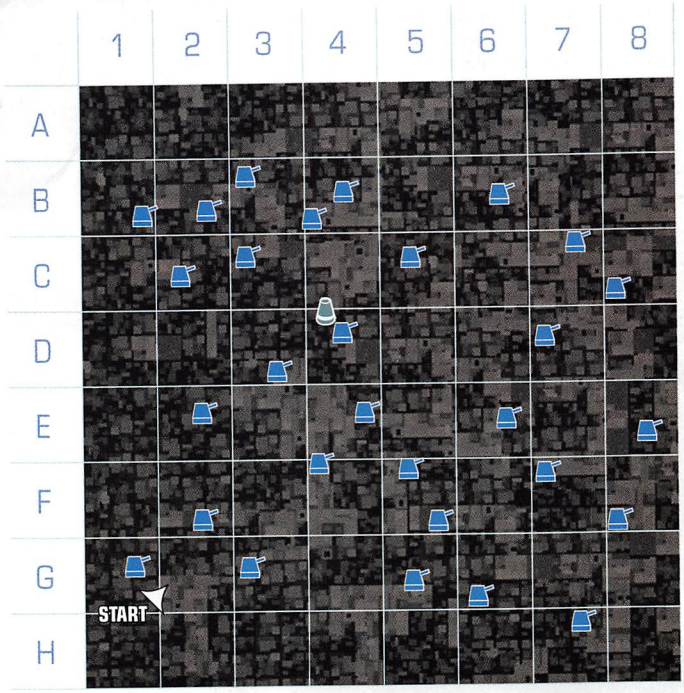
TIE FIGHTER PATROL ZONE

IMPERIAL FORCES:

GUN TURRET

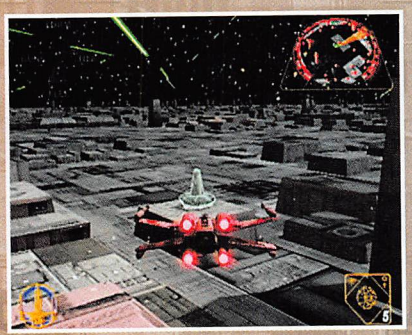
TECH UPGRADE:

ADVANCED SHIELDS



TECH UPGRADE

Advanced Shields

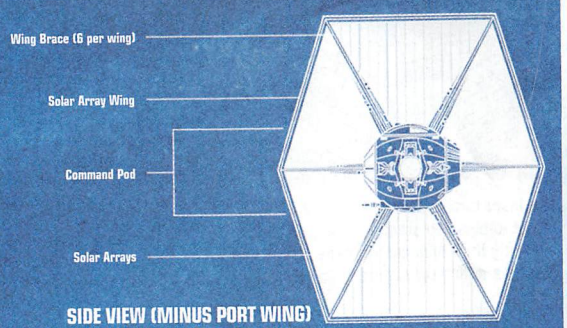


You'll see a glowing Tech Upgrade located in D4 on the Death Star's surface—look for a turret directly in your flight path from your starting position. After you pick up the upgrade, you must successfully complete the mission to receive advanced shields. Once you have the upgrade, a blue ring will appear in your Damage Indicator. The upgrade provides extra protection for all ships.

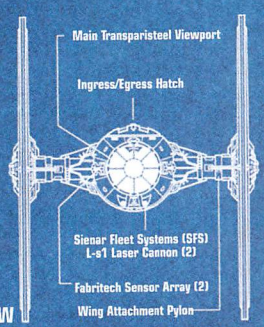
TIE FIGHTER

TIE fighters are agile, expendable and numerous. "TIE" is an acronym for Twin Ion Engine, and it also describes the unique, bow tie shape of the Imperial craft. Because they lack shielding, TIEs cannot withstand many direct hits from lasers. Imperial squadrons usually use numerical advantage to overwhelm enemies.

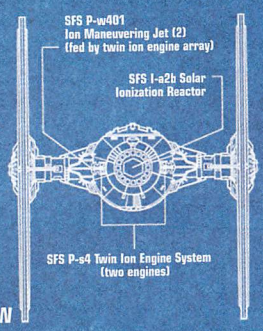
SIZE: 6.3m long
SPEED: 100 MGLT, or 1,200 km/h in atmosphere
CAPACITY: 1 pilot and 65 kg of cargo
WEAPONS: 2 SFS L-s1 laser cannons
DEFENSE: Titanium alloy hull and Quadanium steel armor solar panels



SIDE VIEW (MINUS PORT WING)



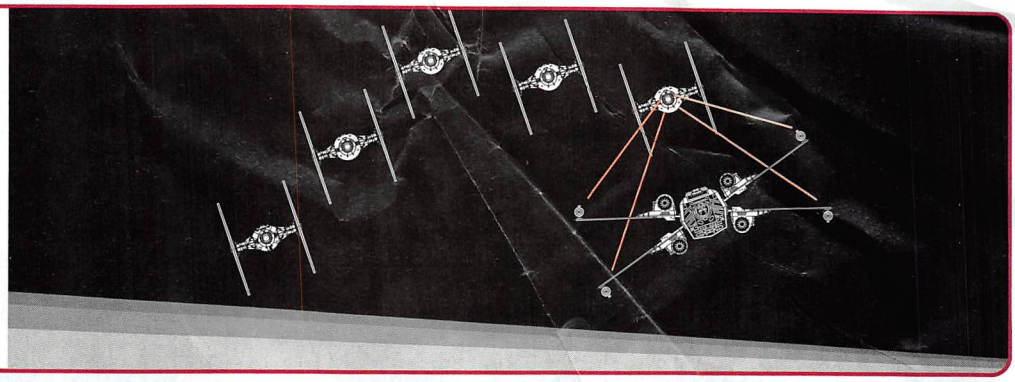
FRONT VIEW



REAR VIEW

TIE Formations

Well-disciplined TIE fighter pilots will stay in tight, five-fighter formations until you take out their squadron leaders at the center of the pack. Because it's easier to destroy them while they're clustered together, you should try to pick off the wingmen before destroying the leader. To increase your accuracy, attack them from behind and brake to match their speed.



3. SHOOT PROTON TORPEDOES INTO THE EXHAUST PORT

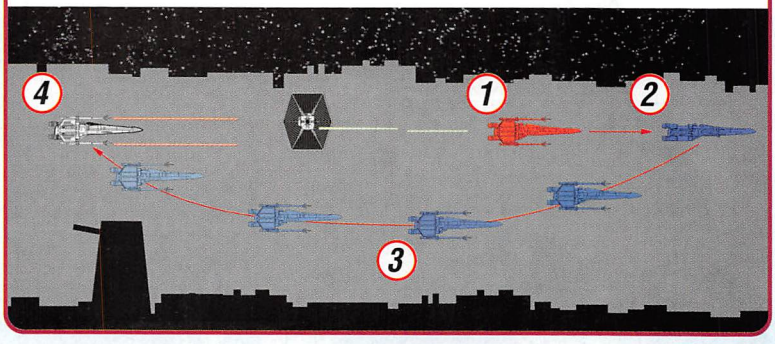
Tear through the Trench

The region of the Death Star near the exhaust port is heavily defended, so you must stay within the relative safety of the trench for the remainder of the mission. The first portion of the trench is filled with solid metal beams that require you to bob and weave through tight spaces. It's usually best to go above the obstructions.

The laser turrets on the floor of the trench are not much of a threat unless you slam your ship into them. Pick your shots carefully then take out as many of them as possible to increase both your Accuracy and Enemies Destroyed ratings.

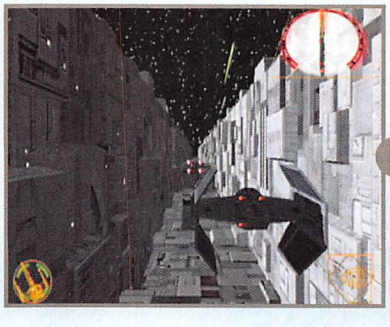
Evasive Action: The Low Road

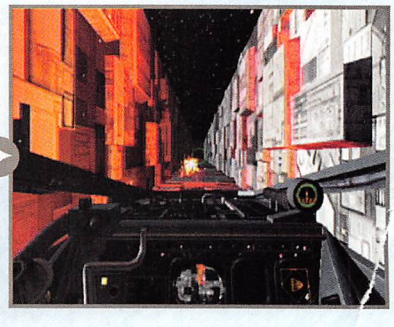
As soon as you reach a clearing in the trench, TIE fighters will swoop down behind you. If you take evasive action, they shouldn't cause much damage to your ship. When they appear (1), close your S-foils to increase your speed (2) so they accelerate to follow you. Quickly open your S-foils, jam on your brakes and dive toward the trench floor (3) so they fly over you. Open fire once you're behind them (4).



Use of Excessive Force

Rebel Alliance intelligence has found a weak spot at the end of the trench: an exhaust port that leads to the reactor core at the center of the Death Star. One well-placed proton torpedo will detonate the space station like a supernova. First, however, you must evade Darth Vader and a group of TIE fighters. You should be able to absorb your attackers' fire if your Astromech droid is operable. After Vader's ship passes you, Han Solo will take out any remaining TIEs—leaving you to fire your torpedoes at the bottom of the trench's far wall.

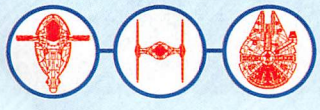


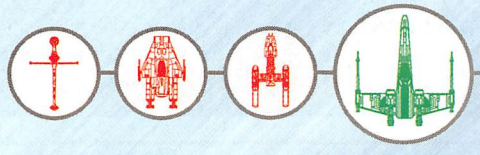


MISSION 2

ISON CORRIDOR AMBUSH

You may have destroyed the Death Star, but the Alliance's ragtag forces must still contend with the massive Imperial fleet. As the Rebels flee Yavin 4 to their new base on Hoth, Rogue Squadron must protect a convoy led by the Frigate Redemption.





ISON CORRIDOR AMBUSH

The Ison Corridor is surrounded by a murky nebula—which makes it the perfect place for an Imperial ambush. If the floating debris in the area is any indication, the last convoy to enter the corridor never made it out the other side. Take out multiple waves of TIE fighters and TIE interceptors to avoid the same fate.

MISSION OBJECTIVES

1. ***DEFEND THE TRANSPORT AGAINST ANY REMAINING IMPERIAL FORCES***
2. ***AT LEAST ONE TRANSPORT MUST SURVIVE***
3. ***THE FRIGATE* REDEMPTION *MUST SURVIVE***

MEDAL REQUIREMENTS

COMPLETION TIME	9:30	5:17	4:12
ENEMIES DESTROYED	21	32	40
SHOT ACCURACY	11%	7%	19%
FRIENDLIES LOST	1	3	2
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	10%	27%	72%

ISON CORRIDOR OVERVIEW

REBEL FORCES:

REBEL TRANSPORT

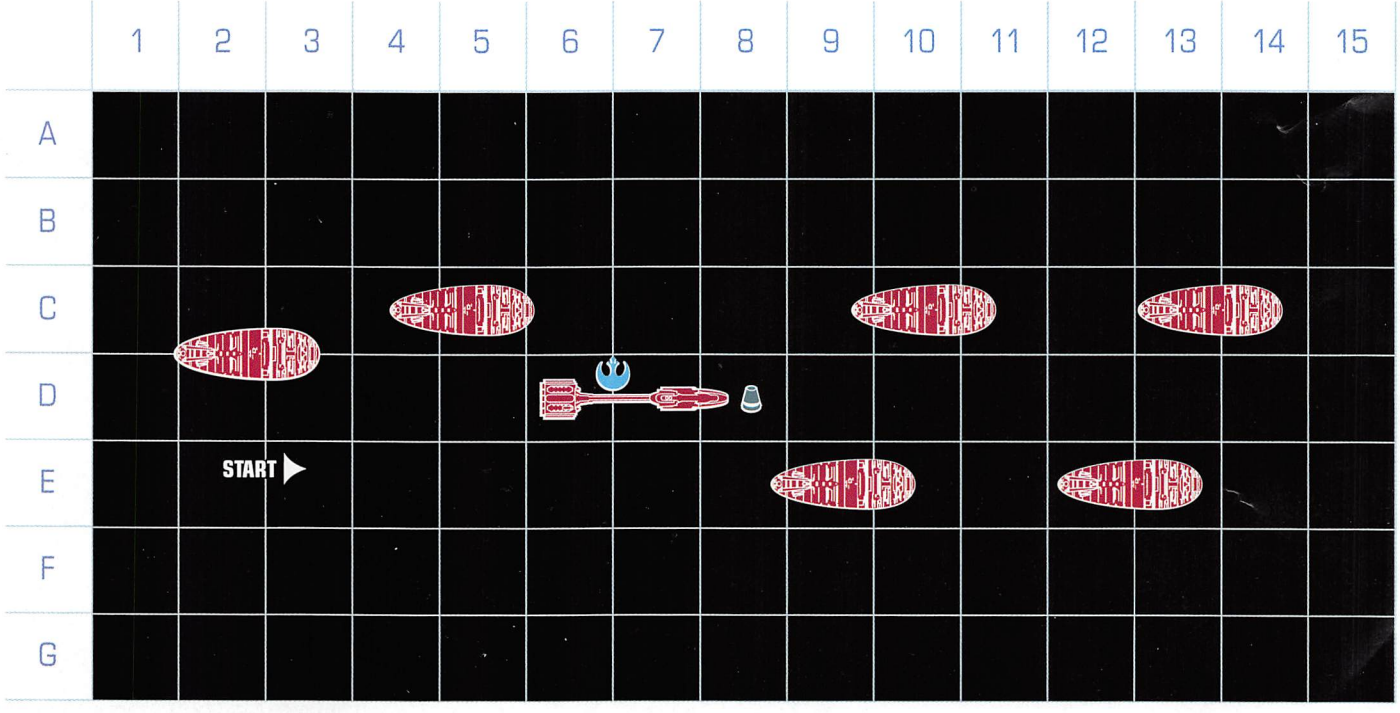
FRIGATE *REDEMPTION*

TECH UPGRADE:

ADVANCED PROTON TORPEDOES

SWITCH SHIPS:

A-WING



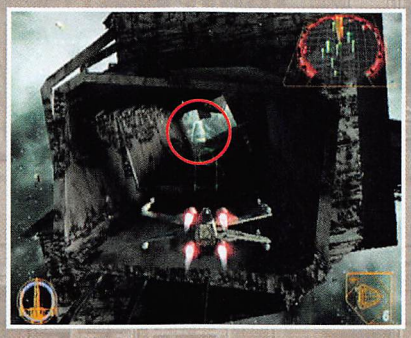
1. DEFEND THE TRANSPORT AGAINST REMAINING IMPERIAL FORCES

As the mission begins, you'll be thrown immediately into a defensive battle with TIEs. Try to prevent them from destroying Rebel transports as the convoy slowly makes its way through the debris field.

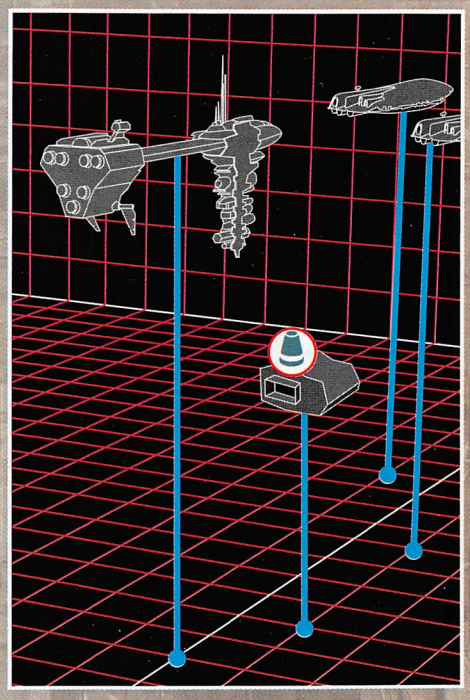
Send your wingmen after the TIE fighters immediately. If the Communications Display appears, reissue the command to keep the fighters busy. The TIEs will concentrate on destroying the convoy, so you won't put your wingmen in danger by sending them into battle.

TECH UPGRADE

Advanced Proton Torpedoes



From your starting position, dive down to a large piece of debris with a rectangular opening in its side. Carefully steer your X-wing through the tunnel in the debris to pick up the advanced proton torpedoes upgrade, which boosts the destructive power of the torpedoes that X-wings and B-wings carry.



Preemptive Strikes

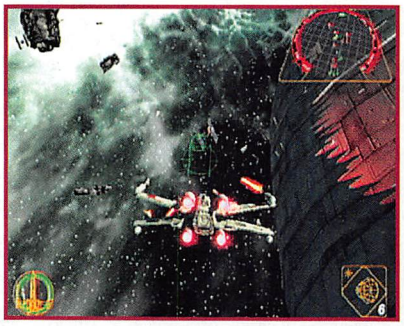
Because TIE fighter squadrons will attack the convoy from three different directions, you should pick a direction and try to eliminate one group of aggressors before it reaches the transports. You may be tempted to attack the TIEs in front of the convoy first because there are more of them, but the two flanking TIE squadrons are closer. If you hurry, you may have enough time to destroy a flanking squadron before turning back on the fighters approaching from the front.

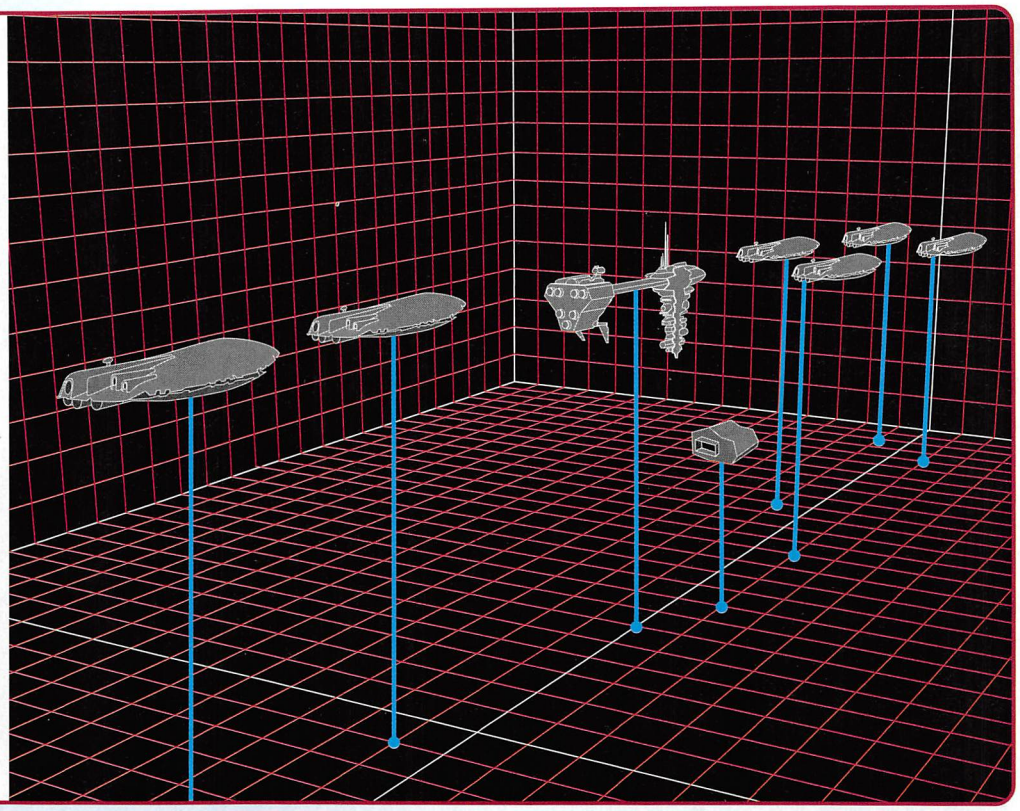
Sifting through the Rubble

It's very difficult to locate TIE fighters after the attack has begun, so it's wise to bring up your Targeting Computer to locate enemies among the debris. Once you acquire a target, turn off the computer to maintain a better Targeting Computer Efficiency rating. After you've spotted an enemy, it's usually easier to hunt it down without engaging the Targeting Computer.

360° Combat

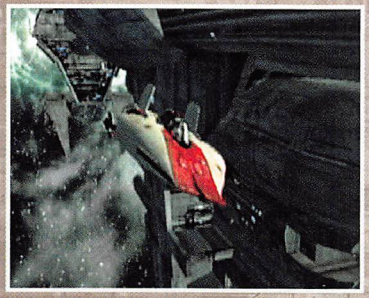
Because there is no visible horizon in the Ison Corridor, you'll need to use the convoy and your scanner to get your bearings during the dogfight. Try to keep track of your position relative to the transports while you chase down TIE fighters. If you aren't paying attention, the enemy may lead you straight into the big starships or large pieces of debris. If you find yourself disoriented, release the Control Stick for a moment to right yourself automatically on the horizon. Try to maintain a position well above the convoy to give yourself a better vantage point. Dive toward TIEs then return to your original position after you've destroyed them.





A NEED FOR SPEED

After you defeat the first wave of TIEs, you'll have the option of switching to the smaller, speedier A-wing fighter. To make the switch, fly to and touch the Rebel icon beneath the Frigate *Redemption.* The new fighter will allow you to chase down enemies faster, and you'll be able to fire your laser cannons while moving at top speed. Unfortunately, the A-wings have less firepower than the X-wings and they lack damage-repairing Astromech droids. Try to grab an A-wing before you enter the Nebula—you'll want its speed to chase down TIE interceptors.



Playing Catch-Up

The problem with switching to the A-wing is that you'll lose time—the second wave of TIE fighters will have reached the convoy by the time you make the switch. Accelerate to full speed immediately to pursue the TIEs, and brake only to line up your shots. If you concentrate on protecting ships that are under direct assault and continually order your wingmen to attack, you'll reach the nebula with most of your convoy intact.

Blind Ambition

The nebula would seem like the perfect place to hide from Imperial attacks, but the TIE interceptors there have no difficulty finding your transports in the haze. You'll have plenty of problems finding the TIEs, however—the Targeting Computer is an essential tool in this mission.

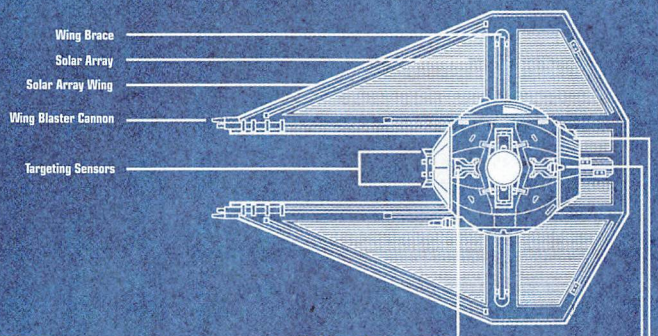
Use your targeting computer to pinpoint the approaching ships, then intercept them well before they reach the convoy. The more enemies you can destroy on approach, the better off you'll be when they scatter in different directions into the nebula. Try not to use your Targeting Computer continually, or you'll have difficulty winning medals.

TIE INTERCEPTOR

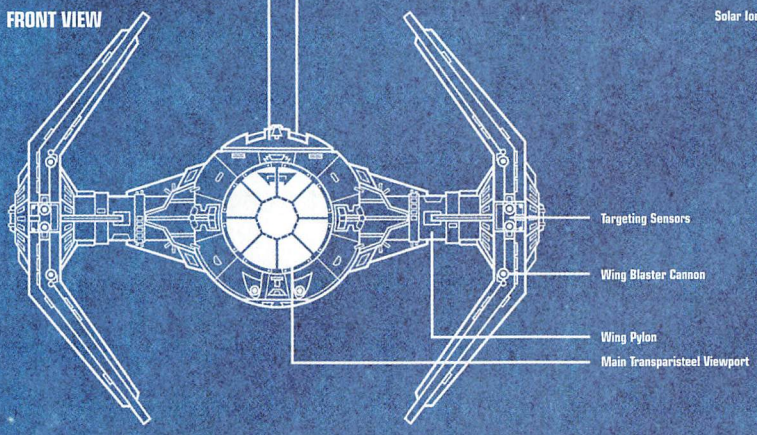
The TIE interceptor improves on the design of the original TIE in nearly every way—increasing its speed, firepower and maneuverability—to make it a far more formidable enemy. Only the A-wing can match its lightning speed, but seasoned X-wing pilots have also been able to chase down the angular fighters.

SIZE: 9.6m long
SPEED: 110 MGLT, or 1,250 km/h in atmosphere
CAPACITY: 1 pilot and 75 kg of cargo
WEAPONS: 4 SFS L-s9.3 laser cannons
DEFENSE: Titanium alloy hull and Quadanium steel armor solar panels

SIDE VIEW (MINUS PORT WING)

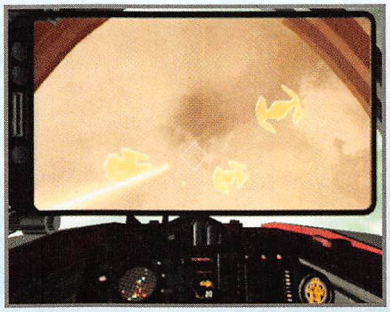


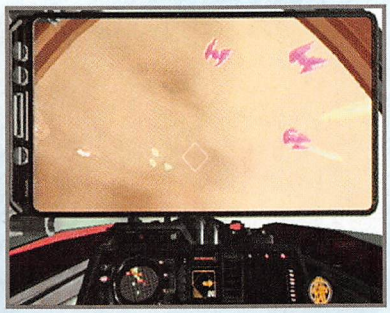
FRONT VIEW



Pointed Threats

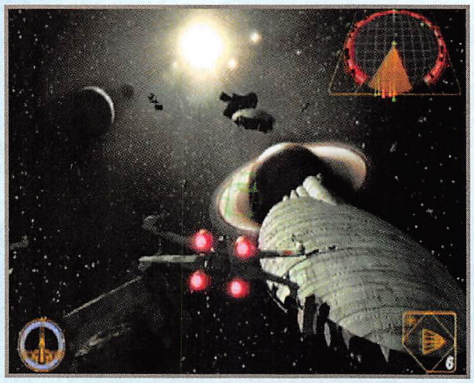
The TIE interceptors are faster and more aggressive than the TIEs in the first two attack waves. Your 3-D scanner is invaluable in locating the fighters in the nebula, and it will also help you stay close to the convoy when individual enemies attempt to lead you away in a dogfight. Use your Targeting Computer to find yellow targets before lavender targets. TIEs highlighted in yellow are about to attack the transports.





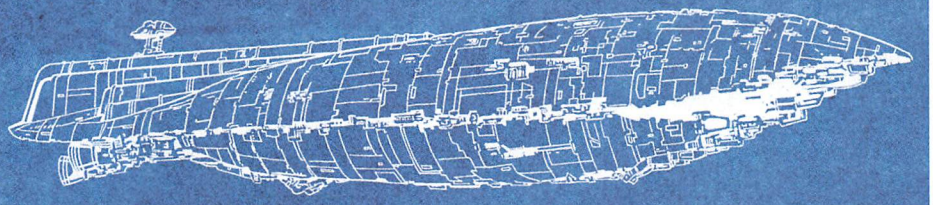
2. AT LEAST ONE TRANSPORT MUST SURVIVE

The large Rebel transports in the convoy are not equipped with weapons, so it's up to fighter escorts to prevent their destruction. It's likely that at least one of the ships won't survive the passage through the corridor, but try to keep the number of casualties as low as possible to earn medals. Friendly fire will not hurt the transports.



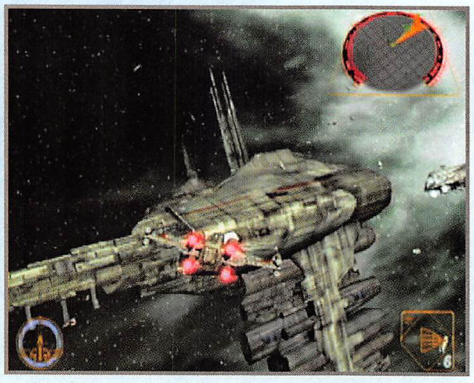
REBEL TRANSPORT

The Gallofree Yards Medium Transports are essential to logistics missions of the rebel war effort. The large, hollow-hulled ships can carry an immense number of cargo modules across the galaxy, but they must rely on clever navigation and fighter escorts—rather then weapons and speed—to survive.



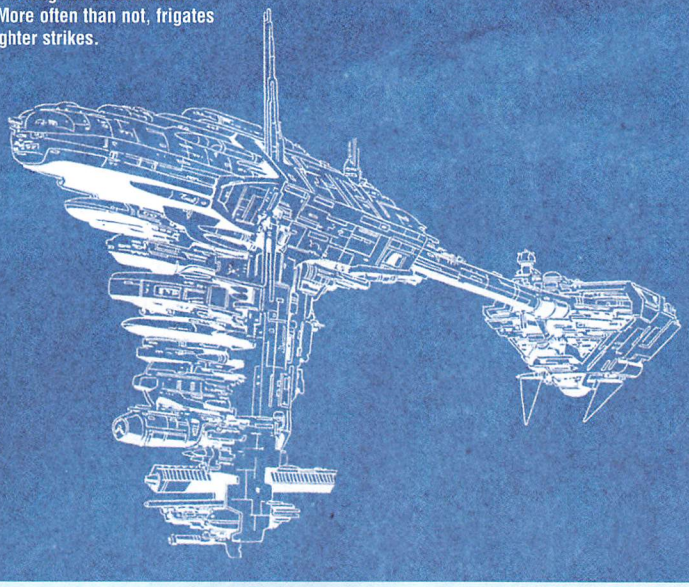
3. THE *FRIGATE* REDEMPTION *MUST SURVIVE*

The Frigate *Redemption* is the command ship for the convoy and, therefore, must survive the passage through the corridor. She won't be in any immediate danger, as the TIEs will concentrate on the transports at the front of the convoy first. Once the four transports in front of the *Redemption* are gone, however, you'll need to defend the frigate.



FRIGATE *REDEMPTION*

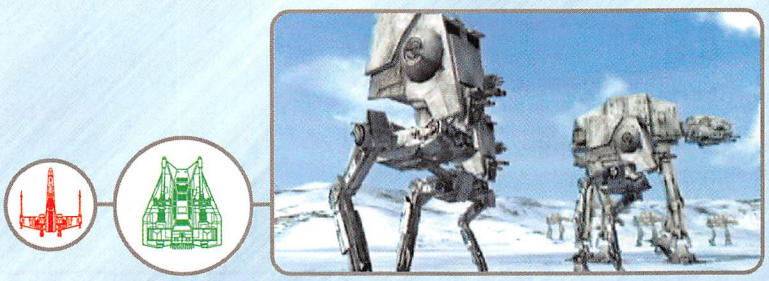
Frigates are well-shielded and armed with laser cannons, but they aren't maneuverable enough to defend themselves against TIE fighters. More often than not, frigates are used as base ships for fighter strikes.



MISSION 3

BATTLE OF HOTH

Imperial probe droids have located your base in the frozen wasteland of Hoth, and a massive invasion force of snowtroopers and walkers will soon penetrate Rebel defenses. You must slow them down long enough for Rebel Transports to escape.

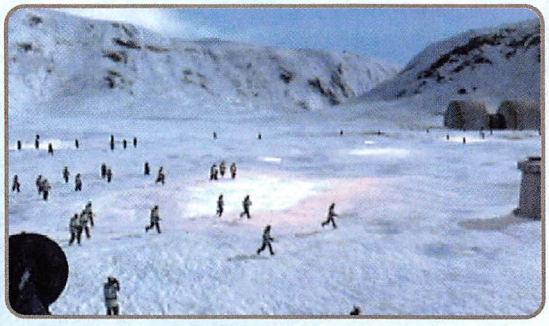


BATTLE OF HOTH

Pounding mechanical footfalls and blaster fire echo through a frozen valley on Hoth—home to the Rebel Alliance's formerly secret base. Use a speeder to fly air support for ground forces as they buy time for escaping transports. Once the battle is lost, switch to an X-wing so you can clear away TIEs in the evacuation zone.

MISSION OBJECTIVES

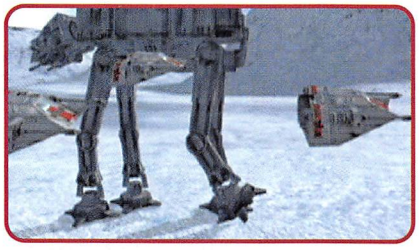
1. ***DEFEND THE REBEL FORCES AT OUTPOST BETA***
2. ***SLOW THE ADVANCING IMPERIAL WALKERS***
3. ***DEFEND THE FLEEING REBEL TRANSPORTS***



MEDAL REQUIREMENTS

COMPLETION TIME	9:55	7:10	5:00
ENEMIES DESTROYED	18	30	43
SHOT ACCURACY	17%	28%	53%
FRIENDLIES LOST	32	27	22
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	10%	55%	100%

HOTH OVERVIEW



REBEL FORCES:

- REBEL TRANSPORT
- ION CANNON
- SHIELD GENERATOR

IMPERIAL FORCES:

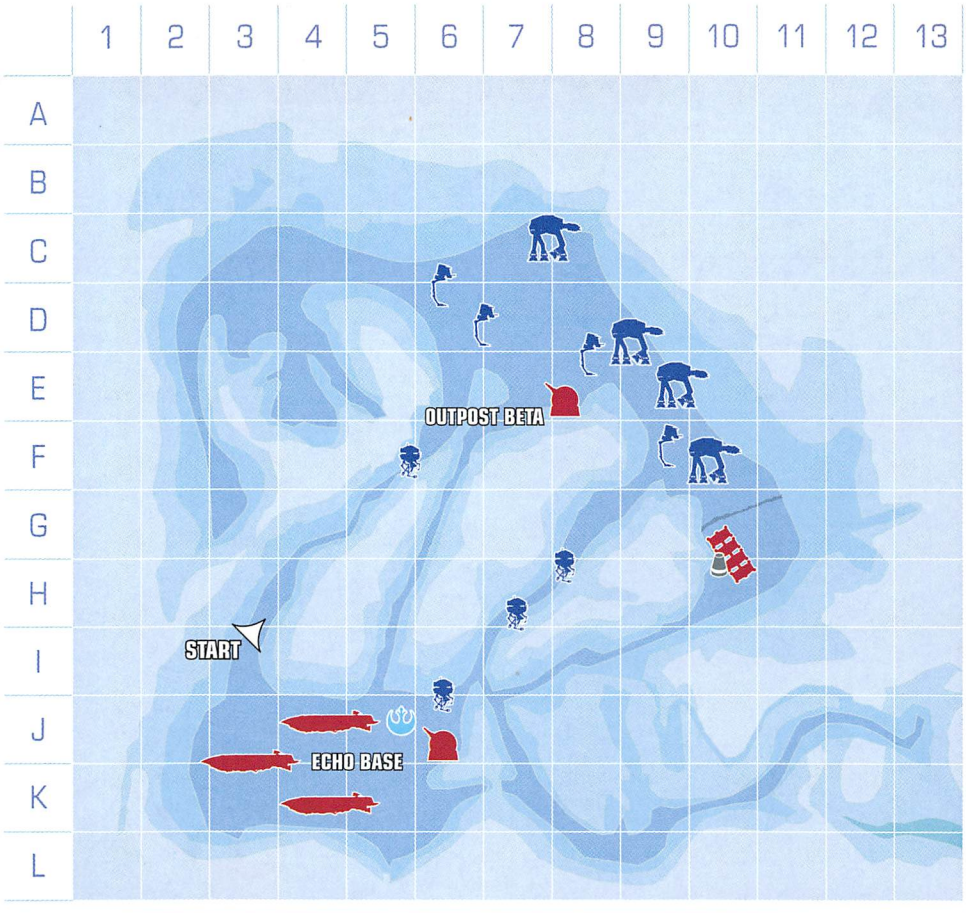
- IMPERIAL PROBE DROID
- AT-ST
- AT-AT

TECH UPGRADE:

- ADVANCED BLASTERS

SWITCH SHIPS:

- X-WING



1. DEFEND THE REBEL FORCES AT OUTPOST BETA

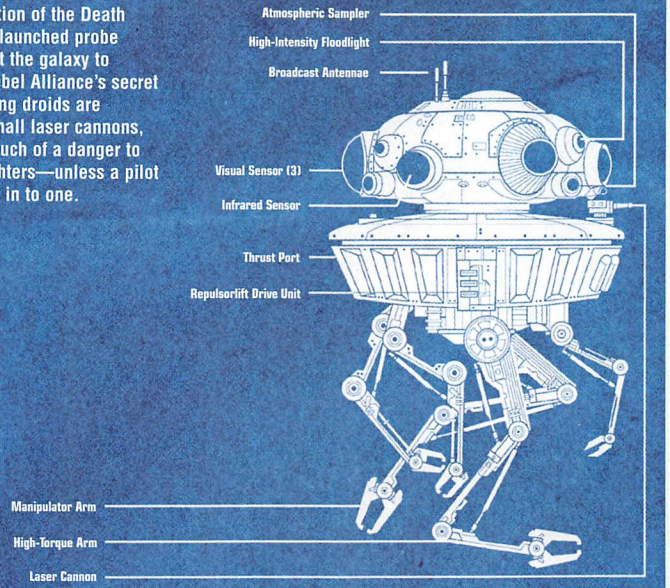
High-Speed Delivery

Your key responsibility at the start of the mission is getting to the battlefield. Hit the accelerator then roar between the mountains that separate the transports from the fighting. There are a few probe droids along the way that you can try to wipe out, but they are very low priority targets in the mission.

The Imperial probe droids are not important unless you want to improve your Enemies Destroyed stats to win a medal. They are easy pickings, too—so you should also be able to boost your Shot Accuracy stats.

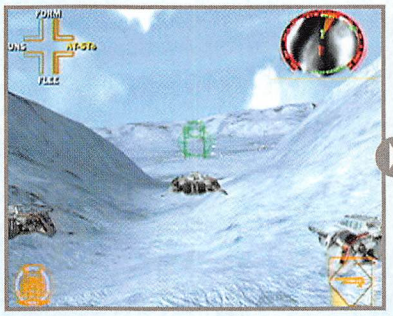
IMPERIAL PROBE DROID

After the destruction of the Death Star, the Empire launched probe droids throughout the galaxy to search for the Rebel Alliance's secret base. The hovering droids are equipped with small laser cannons, but they aren't much of a danger to speeders and fighters—unless a pilot accidentally runs in to one.



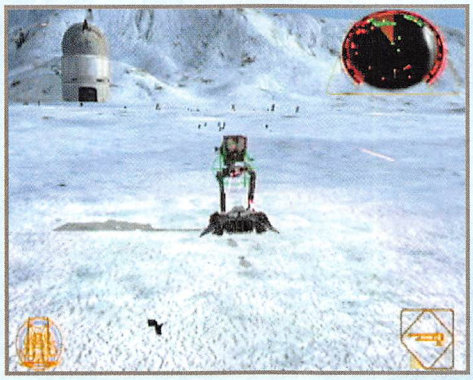
Airborne Field General

Just before you reach the battlefield, your wingmen will ask for orders. Send them after the AT-STs that are threatening the troops on the ground, or tell them to retreat if you want to ratchet up your Enemies Destroyed stats. When the ground troops ask for orders, tell them to retreat. The Imperial forces are unbeatable, so you may as well save as many foot soldiers as you can to improve your Friendlies Lost statistic.



Immediate Threats

AT-STs are the primary targets at the beginning of the mission. It is easy enough to attack them in a frontal assault, but they will tear you up with laser fire. The best strategy is to fly past them at maximum speed then brake hard and turn back on them. You'll need to hit the heads of the AT-STs several times before they'll explode. Imperial snowtroopers do not count as Enemies Destroyed.



AT-ST Elimination Tactics

There are three squads of AT-STs that you must eliminate to fulfill the mission requirements. Take out the walkers that are closest to Outpost Beta first to minimize rebel casualties. You can also destroy the reinforcements that an Imperial drop ship will deposit during the battle. The map at right illustrates the best order of elimination.

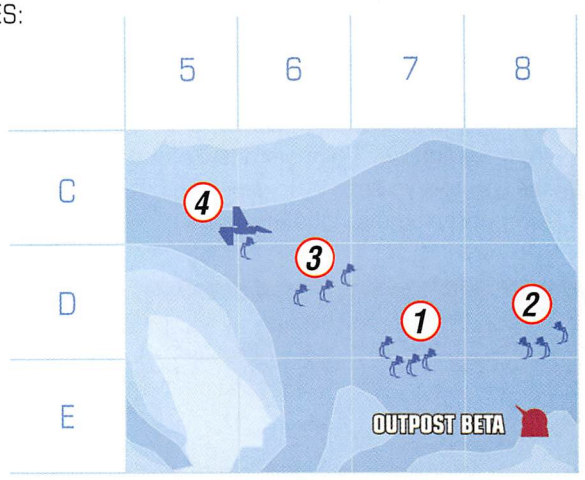
REBEL FORCES:

ION CANNON

IMPERIAL FORCES:

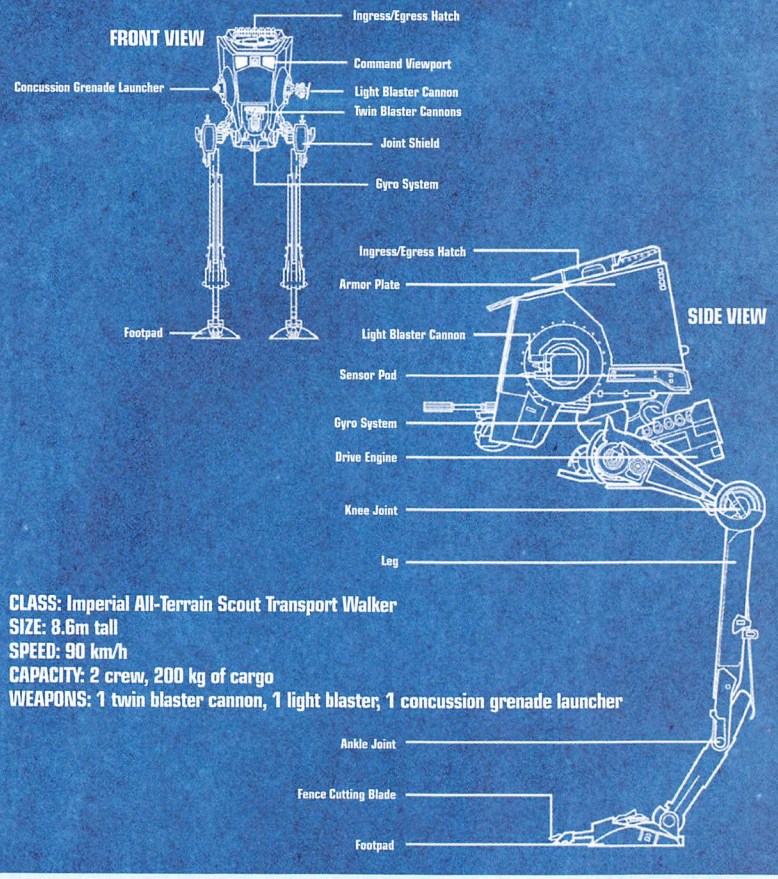
AT-ST

IMPERIAL LOADER



IMPERIAL AT-ST

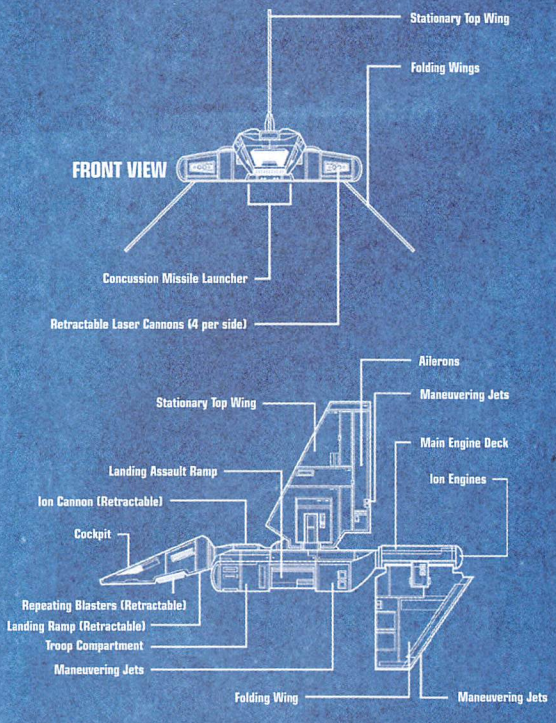
The All-Terrain Scout Transport is a biped walker used to support Imperial ground forces and AT-ATs during land assaults. The armored scouts are virtually impervious to small arms fire but vulnerable to stationary and ship-mounted laser cannons. While they are far less powerful than AT-ATs, AT-STs can, if left unchecked, destroy well-shielded buildings.



CLASS: Imperial All-Terrain Scout Transport Walker
SIZE: 8.6m tall
SPEED: 90 km/h
CAPACITY: 2 crew, 200 kg of cargo
WEAPONS: 1 twin blaster cannon, 1 light blaster, 1 concussion grenade launcher

IMPERIAL LOADER

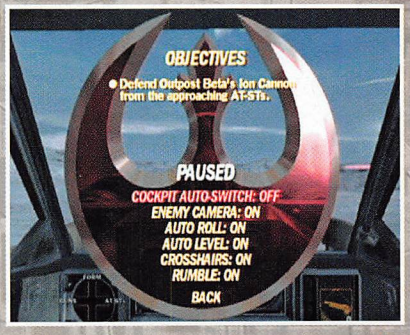
The Imperial loader is an armed and armored transport ship designed to deliver its cargo to battlefields. It usually drops cargo modules containing troops and small vehicles, such as AT-STs and AT-PTs.

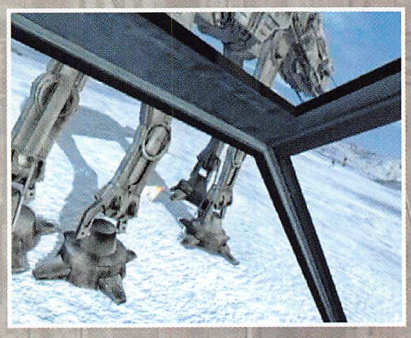


2. SLOW THE ADVANCING IMPERIAL WALKERS

You'll start the mission on Hoth as Luke Skywalker, but you'll need to finish it as Wedge Antilles. Luke will demonstrate in a cut-scene how to bring down the lumbering AT-ATs, then it will be your turn to drop three of the giants—the group closest to the power generators—to their knees. Approach each AT-AT at a low altitude then press the B Button when you are just past it. A harpoon will attach to a leg, and you'll be able to pull a tow cable behind your speeder. After you make four passes around the walker, the cable will automatically detach and the troop carrier will crash into the snow. Try to make your turns as tight as possible to save time, but don't risk slamming into the AT-AT's legs.

COCKPIT VIEW

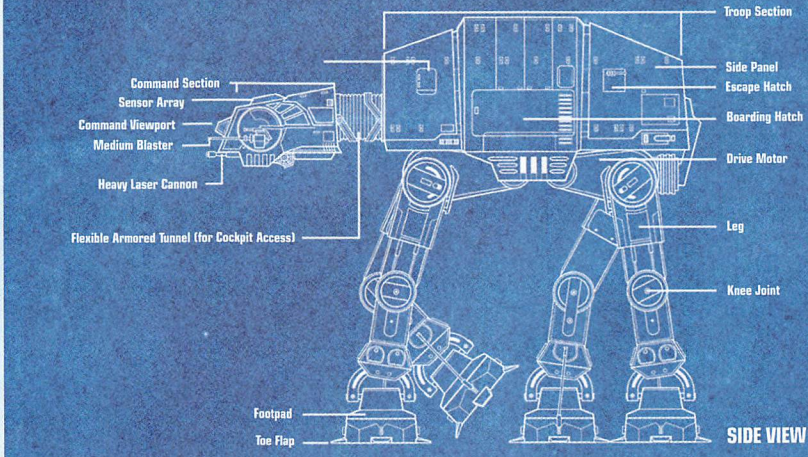




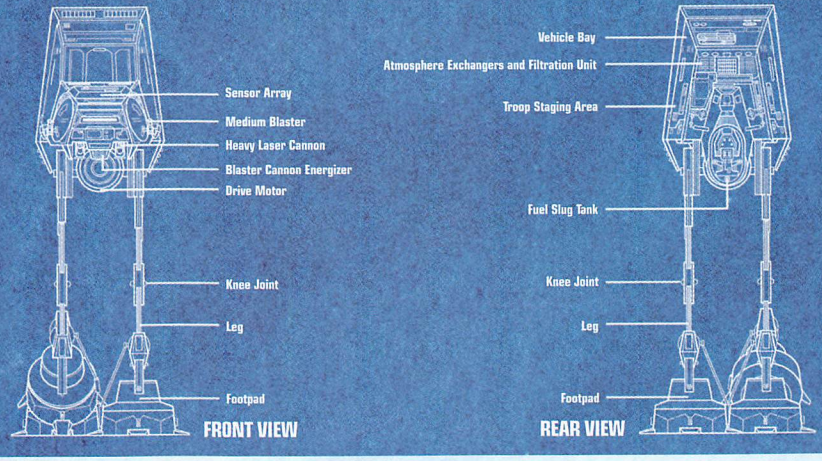
If you're looking for a more realistic combat experience, try wrapping up the walkers while in cockpit view. Turn off the cockpit auto-switch option, then approach the walkers and fire the harpoon as you would in normal view. After you hear a subtle harpoon impact noise, pull the cable around the AT-AT. Use the C Stick to keep yourself oriented as you try the maneuver.

IMPERIAL AT-AT

The sight of an All-Terrain Armored Transport on the horizon is enough to send most ground troops running in panic. The massive, four-legged war machines are capable of punching through virtually any defense before depositing its payload of 40 troops. Their only real vulnerability is a high center of gravity—the metal beasts can stumble if their legs are bound with tow cables.



CLASS: Imperial All -Terrain Armored Transport Walker
SIZE: 15.5 m x 20.6 m
SPEED: 60 km/h
CAPACITY: 5 crew, 40 troops or 2 AT-STs
WEAPONS: 2 heavy laser cannons, 2 medium fire-linked blasters



TECH UPGRADE

Advanced Blasters

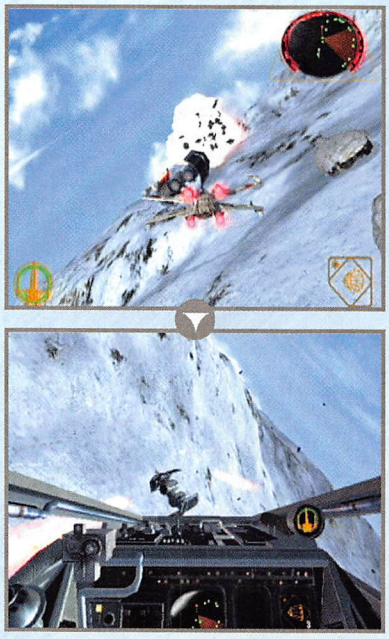
After you disable three of the AT-ATs threatening the base, a cut-scene will show one of the remaining AT-ATs destroying a power generator. When you regain control of your ship, you'll already be on your way back to Echo Base. To pick up a tech upgrade, immediately turn around after the cut-scene then head to the spot where the power generator once stood. You'll find an advanced blasters upgrade that makes the primary weapon on each ship more powerful.

3. DEFEND THE FLEEING REBEL TRANSPORTS

With the battle all but lost, you'll need to trade in your speeder for an X-wing as fast as you can. Accelerate to the Rebel icon at Echo Base, make the switch then scan the skies for an incoming wave of TIE fighters and TIE bombers. Order your wingmen to attack the fighters then quickly take out the bombers. Ideally, you should be able to eliminate the bombers before they destroy a single transport.

THE SPOT MARKS THE X-WING

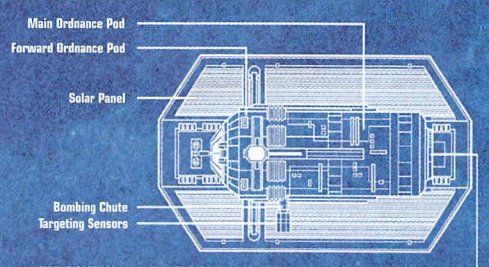
You've probably already figured out that a spinning rebel icon means you can switch ships. On Hoth, it means you must switch ships. You'll have a rough time chasing down TIE bombers in your speeder, even if you're a fantastic pilot. Use your Targeting Computer to pinpoint the incoming TIE bombers as soon as you gain control of the X-wing. Try to destroy as many enemies as you can before they begin their bombing runs.



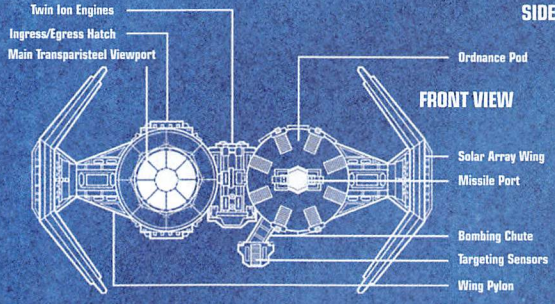
You'll need to hit TIE bombers a few times—even with fully charged lasers—before they'll go down. Despite their heft, they can turn on a dime—try to anticipate their turns after they make bombing runs. If you aren't careful, they'll run right into you.

TIE BOMBER

TIE bombers are the Imperial equivalent of Y-wings—they're slow, well-shielded and loaded with firepower. Unlike Y-wings, they're fairly maneuverable, so you'll need to stay alert while you chase them down. The bombers on Hoth drop proton bombs similar to those carried by Y-wings.



SIDE VIEW (MINUS PORT WING)



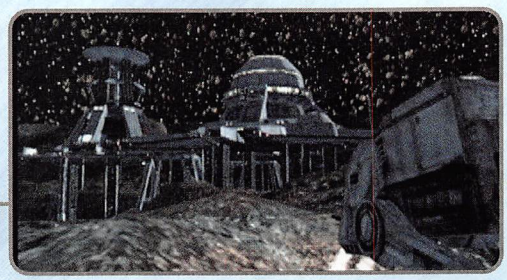
FRONT VIEW

SIZE: 7.8 m long
SPEED: 60 MGLT, or 850 km/h in atmosphere
CAPACITY: 1 pilot and 15 metric tons of ordnance
WEAPONS: Laser cannons, concussion missile launchers, proton torpedo launchers, assorted bombs, orbital mines and thermal detonators
DEFENSE: Titanium alloy hull and Quadanium steel armored solar panels

MISSION 4

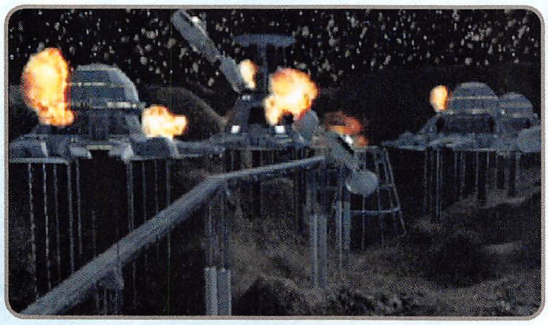
PRISONS OF THE MAW

Rebel prisoners have been taken to an Imperial installation near the Maw—a black hole cluster in the Kessel System. Lead Rogue Squadron through a deadly asteroid field and past a powerful force field to liberate the prisoners on a well-guarded planetoid.



PRISONS OF THE MAW

Your squadron of slow, sturdy Y-wings must brave asteroids and TIE fighter patrols to reach an array of shield projectors—the gateway to an Imperial installation near the Maw. After you disable the projectors with your ion cannon, you'll be able to destroy strategic targets at the installation to liberate Rebel prisoners.



MISSION OBJECTIVES

1. **DISABLE THREE SHIELD PROJECTORS**
2. **DESTROY ALL OBJECTIVES MARKED BY THE PRISONERS**
3. **ESCORT THE TRAIN TO THE PLATFORM**
4. **ESCORT THE IMPERIAL LOADER OUT**

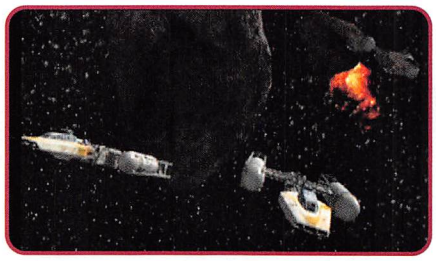
MEDAL REQUIREMENTS

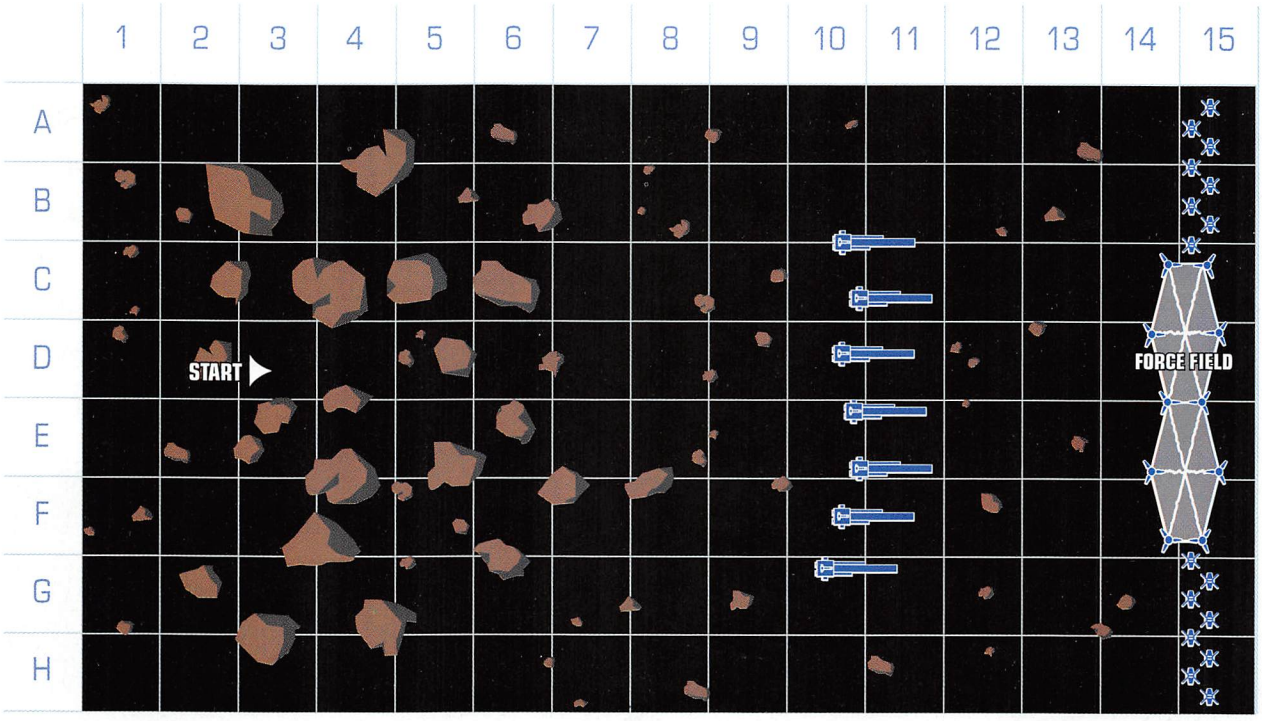
COMPLETION TIME	12:15	10:45	9:20
ENEMIES DESTROYED	30	46	63
SHOT ACCURACY	11%	38%	75%
FRIENDLIES LOST	5	3	2
LIVES LOST	2	2	1
TARGETING COMPUTER EFFICIENCY	10%	38%	75%

THE MAW ASTEROID FIELD

IMPERIAL FORCES:

- IMPERIAL TANKER
- SHIELD PROJECTOR
- MINE





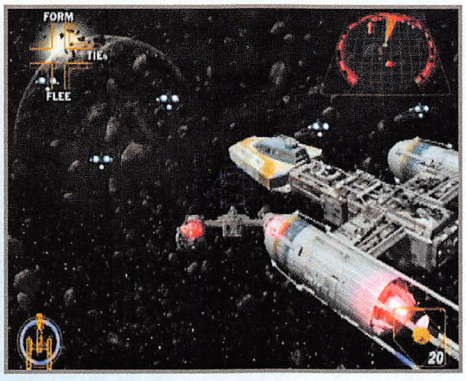
1. DISABLE THREE SHIELD PROJECTORS

Rocky Road

Press the R Button immediately after the mission begins so you don't waste time reaching the shield projectors. You won't be confronted by any major threats right away—unless you consider giant, tumbling asteroids threatening. You can shoot the asteroids to break them into smaller pieces, but doing so will count against your Shot Accuracy rating. In most cases, you'll be able to avoid them. It will take only a few seconds before you see the Imperial transports in the distance.

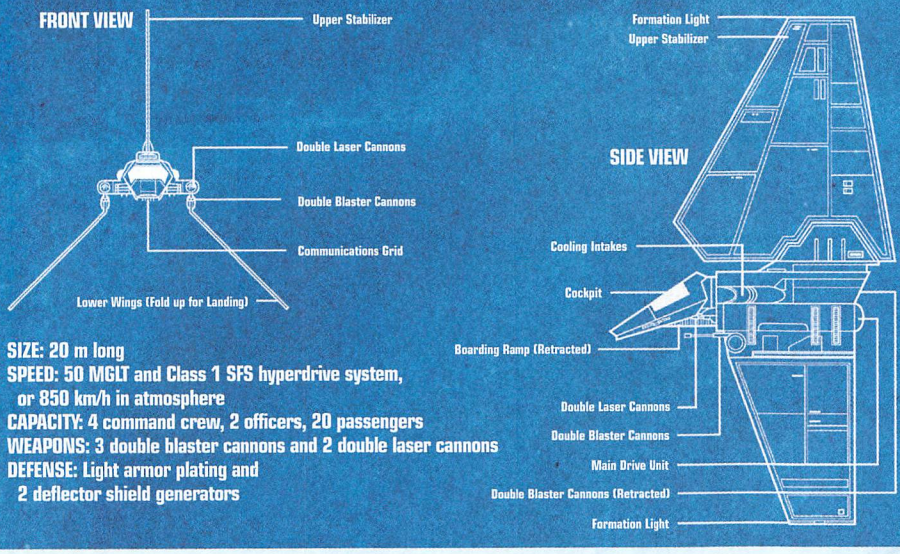
Interdiction Redirection

Several TIE fighter squadrons will attempt to intercept you just before you reach the transports. Even after you order your wingmen to draw them away from you, an occasional TIE may get on your tail. They are tough to shake in your clumsy Y-wing, but you can use the environment to your advantage. If there is an asteroid nearby, try a sharp dive or turn after you pass it. The TIE will either peel off or crash into the rock.



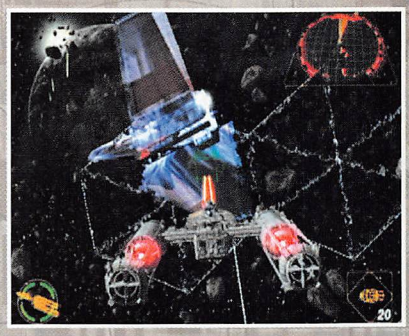
IMPERIAL SHUTTLE

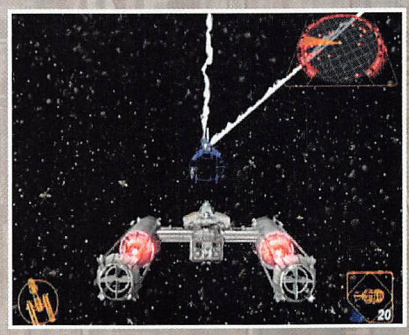
The Imperial shuttle is the Empire's standard passenger craft. Don't be fooled by its elegant appearance and slow speed—the shuttle is heavily armed and quite capable of retaliating if attacked. The shuttle's lower wings retract for landings.



SIZE: 20 m long
SPEED: 50 MGLT and Class 1 SFS hyperdrive system, or 850 km/h in atmosphere
CAPACITY: 4 command crew, 2 officers, 20 passengers
WEAPONS: 3 double blaster cannons and 2 double laser cannons
DEFENSE: Light armor plating and 2 deflector shield generators

THE ION CANNON

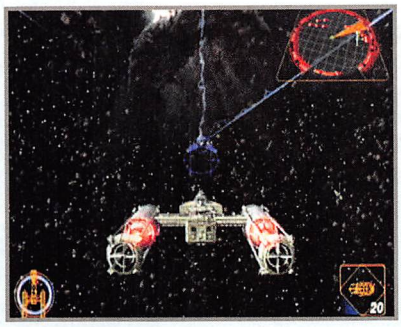


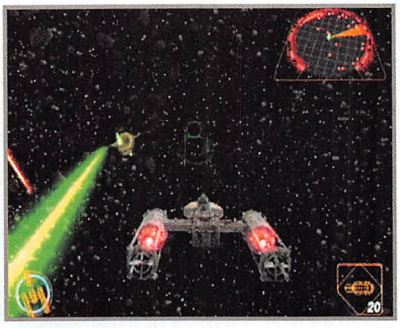


The ion cannon is a potent energy weapon that disables electronic devices by frying their circuitry. The weapon is charged up by holding down the B Button. When your crosshairs turn blue, release the button to fire a charge. The cannon is the most effective weapon for disabling the shield projectors, and can be used to cripple Imperial shuttles.

Point-Blank Space

The ominous force field in the distance is actually a gateway through a minefield—the only entrance to the Imperial installation. Nobody's going to shut it down for you, so you'll need to knock out at least three shield projectors with your ion cannon to do it yourself. Order your wingmen to distract the drone guns while you close in on the triangular projectors. It only takes one hit to knock them out, but you'll need to get very close. Approach the first projector head-on, then turn and hit the other two at an angle.

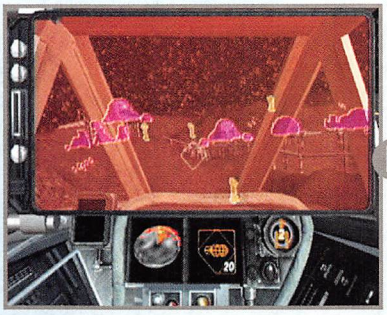


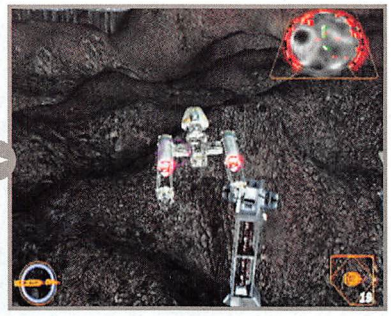


2. DESTROY ALL OBJECTIVES MARKED BY THE PRISONERS

Prison Duties

After a cinema scene, you will find yourself over the barren planetoid that is home to an Imperial prison installation. A group of Rebel prisoners will contact you with targeting information. Check your Targeting Computer to spot the targets then engage your bomb sight. Your first targets are the guard towers near the prison building. If your aim is true, you should be able to take out each tower with one bomb. The second set of targets are the guard towers near the weapons storage facility. After you demolish each set of targets, the prisoners train will move farther down the track.

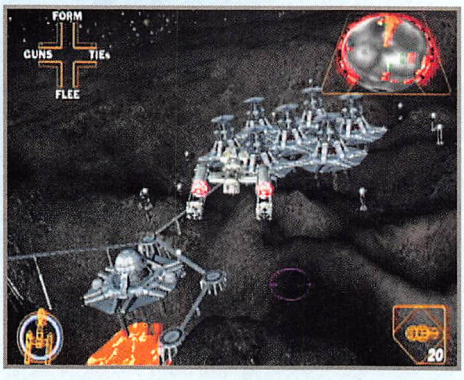




You'll have a limited amount of time to polish off essential targets as the train moves down the track, but you should try at every turn to bomb targets of opportunity. You can increase your Accuracy rating by nailing targets that don't shoot back. Bear in mind, however, that TIE patrols will come after you once you reach the weapons facility.

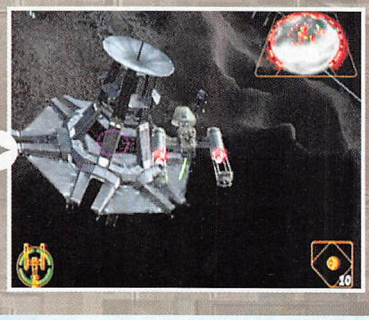
Communications Smackdown

You must destroy the communications relays at the far corner of the installation before the prisoners can escape safely in an Imperial loader. Try to approach the relays at a relatively high altitude to avoid possible collisions with the large structures. You should also make sure that you have plenty of bombs when you reach the relay towers—it's a dangerous place to wait for bombs to recharge. If you have extra bombs, take out a few guns to make your life easier.



MAKING SHOCK WAVES

When you tap the B Button, a purple bomb sight will appear and the camera perspective will shift to emphasize ground targets. Line up the small purple oval on a target, then release a bomb by tapping B again. Bomb blasts create a small shock wave and are capable of taking out multiple targets in one explosion. Aim for the bases of the towers to minimize your chances of missing—if you aim for the top of a tower, a near miss may travel a long distance from the intended target. The Targeting Computer on the Y-wing gives you an option for an overhead perspective on targets. Don't pay too much attention to the targeting display or you may fly into a canyon wall.



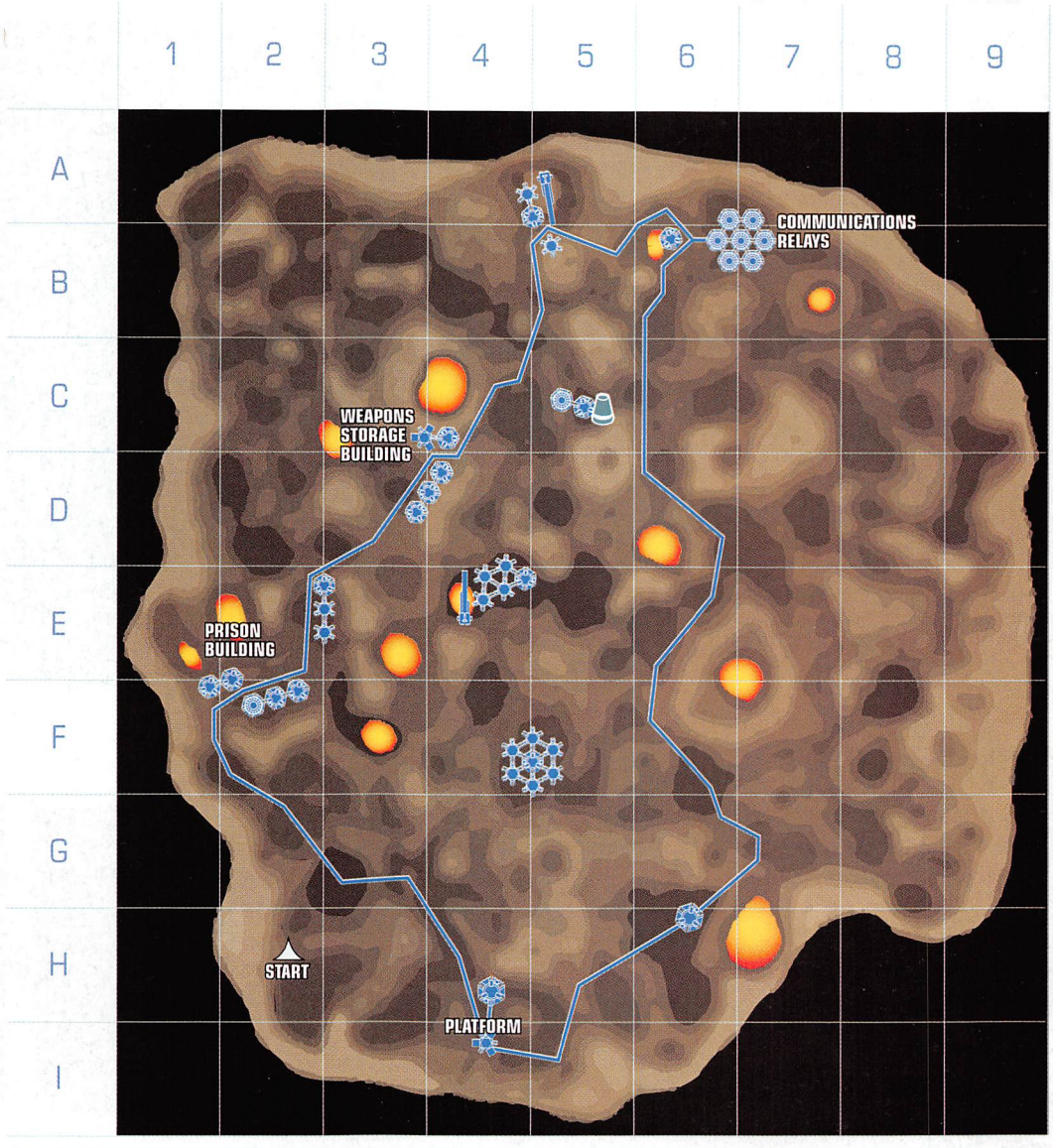
PRISONS OF THE MAW OVERVIEW

IMPERIAL FORCES:

- LANDING PAD
- COMMUNICATIONS TOWER
- ENVIRONMENTAL DOME
- FACTORY
- TRAIN PATH
- IMPERIAL TANKER

TECH UPGRADE:

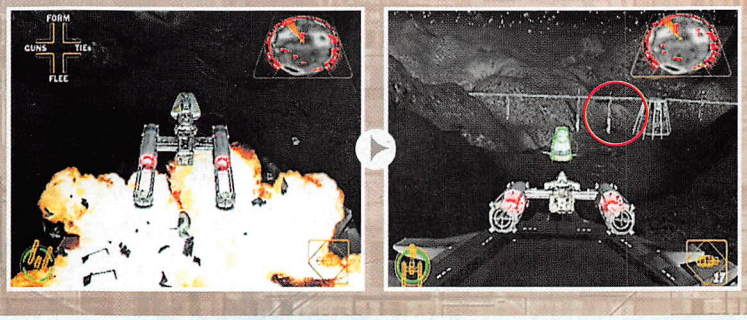
- ADVANCED CLUSTER MISSILES



TECH UPGRADE

Advanced Cluster Missiles

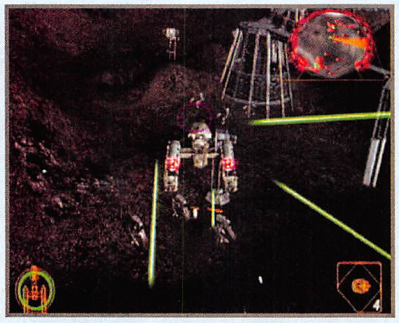
Bomb an environmental dome between the weapons storage building and the communications relays to pick up the advanced cluster missiles upgrade. You probably won't even have to search for the power-up—if you hit the right building at a low enough altitude, you'll run right into it. The advanced cluster missiles upgrade increases the destructive power of cluster missiles, a secondary weapon on the TIE advanced and *Slave I*.



3. ESCORT THE TRAIN TO THE PLATFORM

Out of Town on a Rail

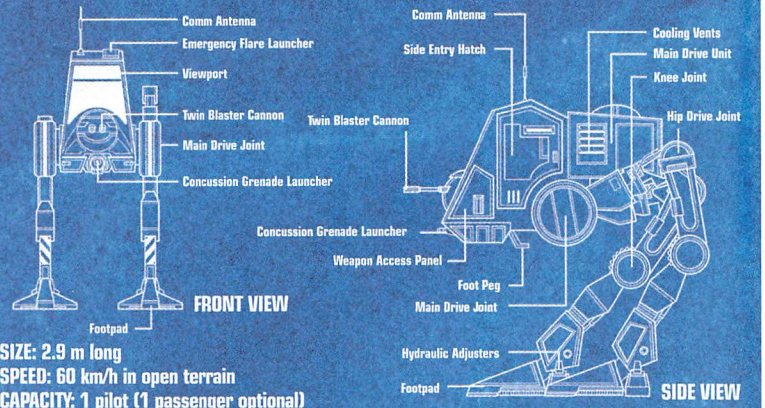
After you turn the relays into a smoldering wreck, the prisoners' train will make the long journey to the Imperial loader landing pad on I4. You can either follow the train—destroying enemies as you go—or take a faster, more direct route. Try to keep a few bombs in reserve to destroy the last set of required targets.



Hunt down squads of AT-PTs to boost both your Enemies Destroyed and Shot Accuracy stats. One well-placed bomb can take out up to three of the walkers.

AT-PT

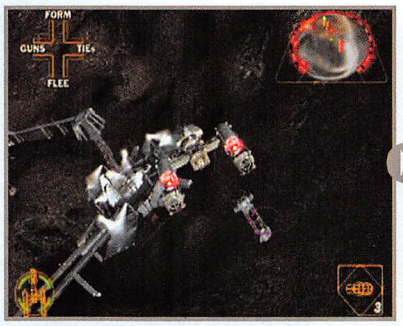
Imperial All-Terrain Personal Transports are the smallest and least powerful of the walkers, but they usually travel in packs to increase their firepower. Their blaster cannons can prove deadly for ground troops, but Rebel pilots have little fear of them.

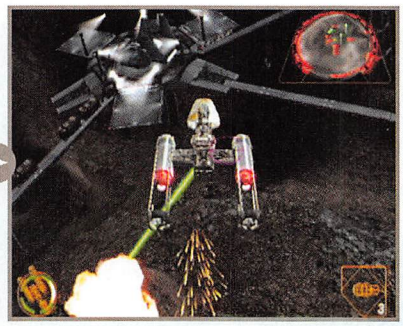


SIZE: 2.9 m long
SPEED: 60 km/h in open terrain
CAPACITY: 1 pilot (1 passenger optional)
WEAPONS: Twin blaster cannons, concussion grenade launcher
DEFENSE: Armor plating

Big Send-Off

You'll have one last cluster of guard towers to demolish before the prisoners can board the Imperial loader. You won't have much time to destroy them, but you won't need much time—they're right next to each other. Approach the landing pad in I4 from I5 to get a good look at all the targets. You'll have an excellent shot at getting them all in one run.





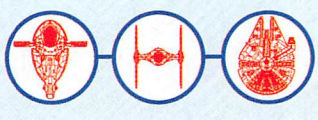
4. ESCORT THE IMPERIAL LOADER OUT

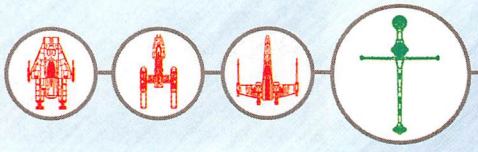
Your last duty in a long mission is to guard the stolen Imperial loader as it makes its escape. Make sure you send your wingmen after the TIE interceptors that will swarm the slow-moving craft. You can shoot down a few of them yourself, but make sure you have a clean shot before you fire. They fly in squirrely patterns, and you can mess up your Shot Accuracy percentage.

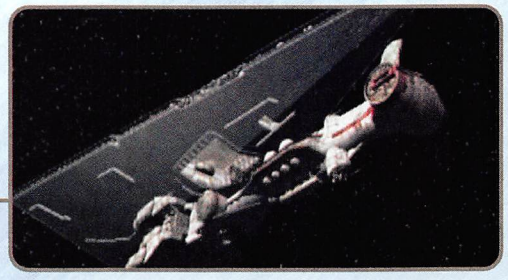
MISSION 5

RAZOR RENDEZVOUS

A Rebel blockade runner carrying stolen data has been intercepted by the Empire. Rogue Squadron fighters, streaking out of hyperspace to rendezvous with the captured ship, find themselves facing swarms of TIE fighters and a Star Destroyer's devastating firepower.





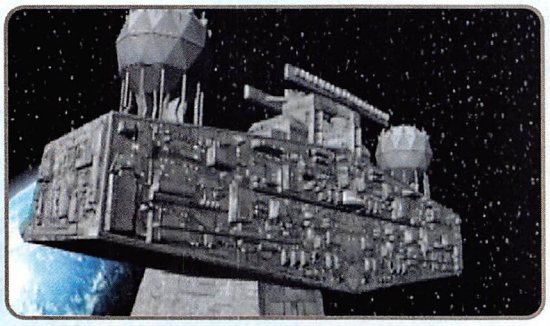


RAZOR RENDEZVOUS

An Imperial Star Destroyer is pulling the Rebel blockade runner *Razor* into its docking bay with a tractor beam. To save the *Razor*—and the valuable data it's carrying—you'll need to disable the warship's shield generators then take out its command deck. Act quickly—you'll be under constant fire.

MISSION OBJECTIVES

1. ***PROTECT THE BLOCKADE RUNNER***
2. ***PROTECT THE FRIGATE* REDEMPTION**
3. ***DESTROY THE IMPERIAL SHIELD GENERATORS***
4. ***DESTROY THE IMPERIAL COMMAND DECK***

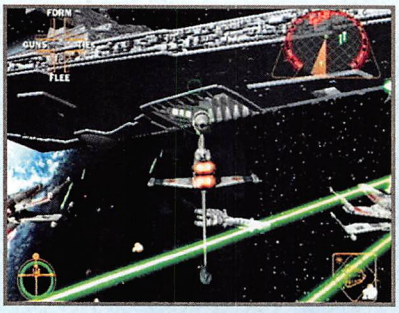


MEDAL REQUIREMENTS

COMPLETION TIME	4:30	2:59	1:19
ENEMIES DESTROYED	10	10	10
SHOT ACCURACY	8%	20%	60%
FRIENDLIES LOST	4	2	0
LIVES LOST	2	2	1
TARGETING COMPUTER EFFICIENCY	10%	38%	85%

1. PROTECT THE BLOCKADE RUNNER

The blockade runner will do a pretty good job protecting itself—assuming it doesn't have to hold out very long. The best defense is a good offense. If you knock the Star Destroyer out of the picture, you won't have to worry about the *Razor*.

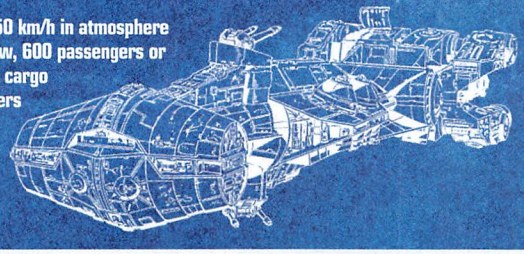


You'll probably be more concerned with saving your own neck than saving the *Razor* once you venture into the maelstrom of laser fire. Concentrate on finishing off the Star Destroyer. If you do it quickly enough, you won't have to worry about protecting the Frigate or the blockade runner.

BLOCKADE RUNNER

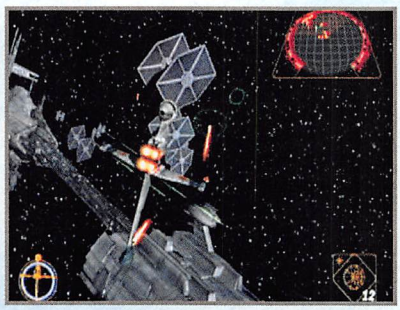
The blockade runner is a Corellian spacecraft used by the Rebel Alliance when stealth is required. The ships are common in the galaxy and can sneak past Imperial Star Destroyers and behind enemy lines.

CLASS: Corellian CR90 Corvette
SIZE: 150 m long
SPEED: 60 MGLT, or 950 km/h in atmosphere
CAPACITY: 30-165 crew, 600 passengers or 3,000 metric tons of cargo
WEAPONS: 6 turbolasers



2. PROTECT THE FRIGATE REDEMPTION

You'll probably get a call for help from the *Redemption* early in the mission, but you shouldn't waste time returning to the frigate. If you have some extra time to spare, you can minimize damage to the frigate by eliminating some of the large turrets on the near side of the destroyer. Any turrets you get rid of in the mission will remain destroyed for the next mission, when you must face the Imperial warship again.



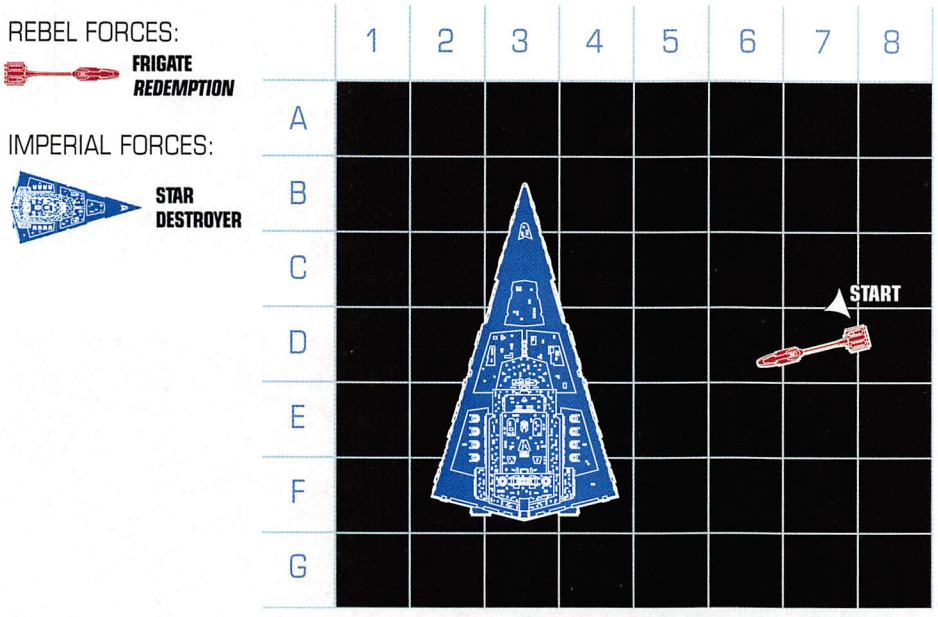
RAZOR RENDEZVOUS OVERVIEW

REBEL FORCES:

FRIGATE *REDEMPTION*

IMPERIAL FORCES:

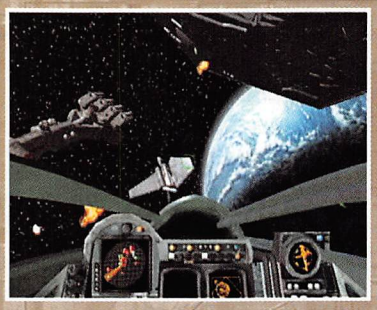
STAR DESTROYER



TECH UPGRADE

Advanced Proton Bombs

Fly to the far side of the Star Destroyer at the beginning of the mission to intercept an Imperial shuttle before it reaches the docking bay. When you destroy it, you'll get advanced proton bombs. The upgrade increases the power of the Y-wing's bombs.



3. DESTROY THE IMPERIAL SHIELD GENERATORS

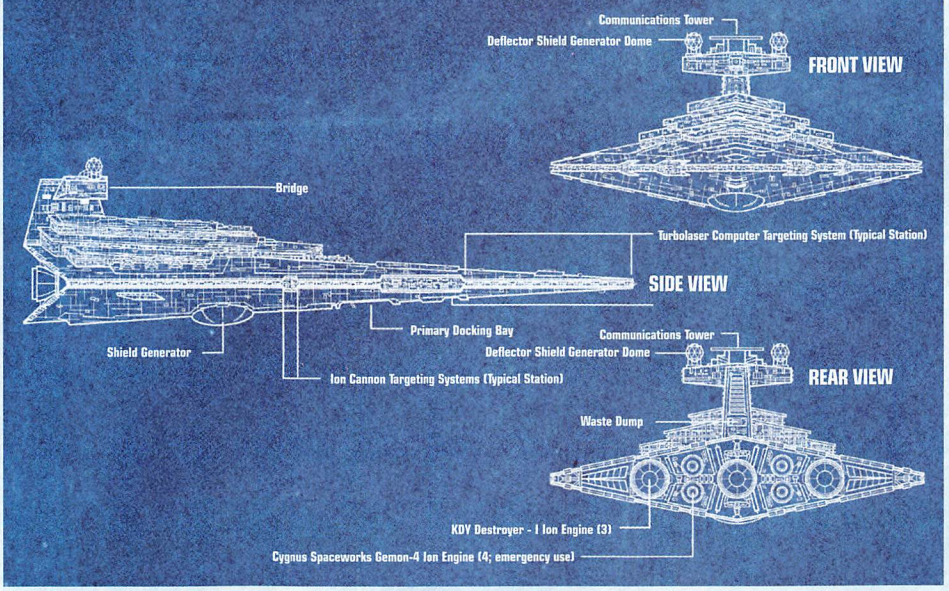
Straight to the Top

Find a relatively safe approach—it's impossible to stay out of the crossfire—then head for the two spherical shield generators on top of the Star Destroyer. Disable each of them with your ion cannon then attack. Don't hoard your 12 proton torpedoes—you'll want to destroy the generators as quickly as possible then move away from the cannon fire.

The odds are good that you'll lose at least one ship in the mission, so it's wise to use up your torpedoes as quickly as you can. Don't waste them, however—wait until you are in range before you start firing.

STAR DESTROYER

The Star Destroyer is a symbol of Imperial might that strikes fear into the bravest fighters in the Rebel Alliance. Loaded with gun emplacements and TIE fighters, each Star Destroyer is a self-contained armada capable of imposing the Emperor's will anywhere in the galaxy. The Star Destroyer's only weakness is its central command deck, where all of the ship's operations are coordinated. When you take out the command deck, you'll take out the ship.

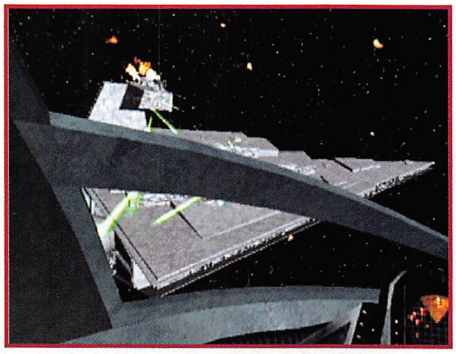


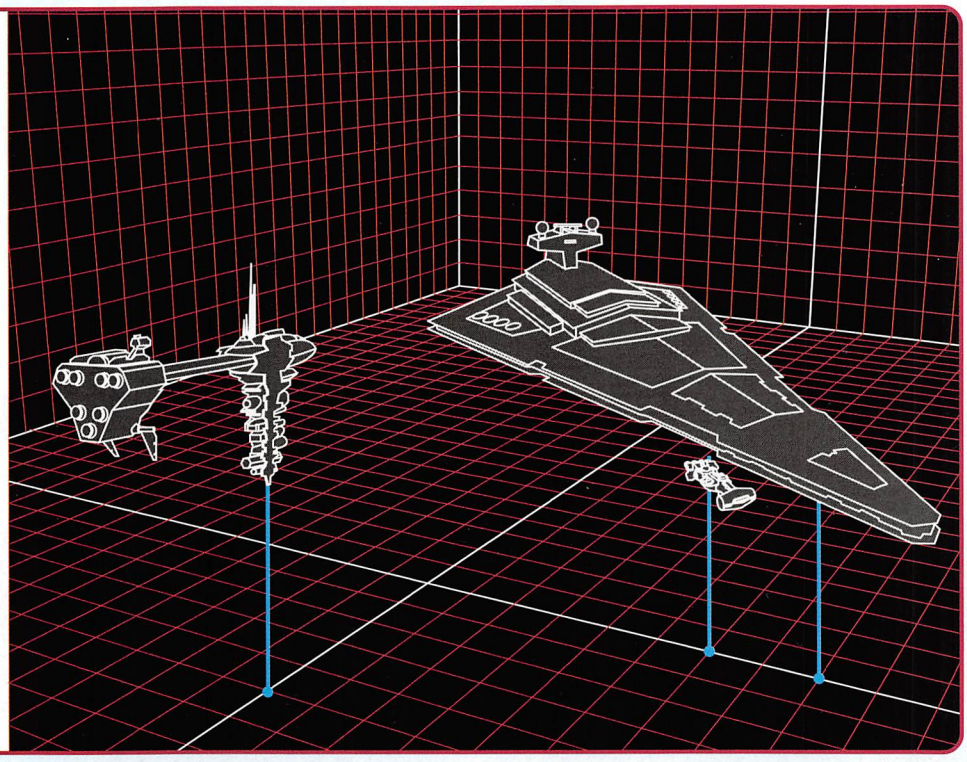
Soften Up the Underbelly

The shield generator on the underside of the Star Destroyer will be invulnerable until you disable the two generators on top of the ship. Because the dome is well-protected by turrets, you should try a zigzag approach to minimize damage. The bottom generator also has more shielding than either of the shields on top. If you have any torpedoes left, unload all of them into the target. Accelerate to maximum speed once the dome explodes to get out of harm's way.

Lost in Space

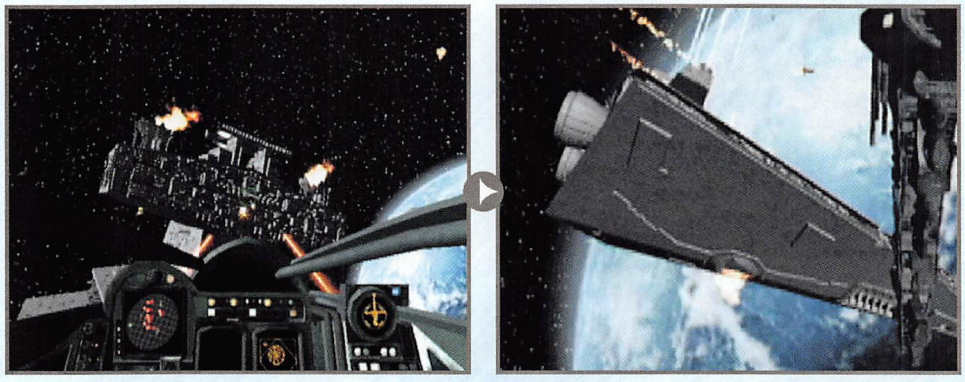
After TIE fighters and laser turrets, your biggest enemy in the mission is spatial disorientation. In your haste to find a safe route to or from the Star Destroyer, you may lose your bearings. Because there are so many fighters in the battle, your scanner won't be as helpful as in prior missions. You'll need to rely on visual orientation. When you get lost, switch to cockpit view then look around with the C Stick. Of course, wait until you are out of the Star Destroyer's cannon range before you take a look around.





3. DESTROY THE IMPERIAL COMMAND DECK

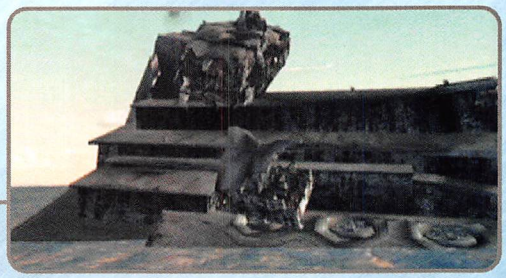
After all three of the shield generators are down, the Star Destroyer's command deck will be vulnerable. Your target is a curved bay window in the center of the destroyer's upper deck. A direct path will invite unrelenting turret fire, so you should vary your flight path. If you have any torpedoes left, it'll be time to use them or lose them.



MISSION 6

VENGEANCE ON KOTHLIS

The Star Destroyer has crashed on a beach in a tropical region of the planet Kothlis. General Crix Madine is set to lead a commando team on board to recover valuable data, but, first, he needs Rogue Squadron to clear away Imperial defenses. A wide variety of enemies awaits you.



VENGEANCE ON KOTHLIS

The Star Destroyer may be wrecked, but it is far from defenseless. You'll need to fight off many TIE fighters before the transport carrying the commando team can land safely. Once the air threat is gone, the destroyer will off-load ground forces. The complicated mission requires three different ships.

MISSION OBJECTIVES

1. **PROTECT THE TRANSPORT FROM THE TIES**
2. **DESTROY ALL AT-ATS**
3. **DEFEND THE COMMANDOS AS THEY RECAPTURE THE DATA**
4. **DESTROY ALL AT-PTS**
5. **BOMB A HOLE IN THE STAR DESTROYERS FOR THE COMMANDOS**

MEDAL REQUIREMENTS

COMPLETION TIME	13:00	11:30	9:55
ENEMIES DESTROYED	45	75	100
SHOT ACCURACY	7%	14%	27%
FRIENDLIES LOST	4	3	2
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	12%	42%	85%

KOTHLIS OVERVIEW

IMPERIAL FORCES:

STAR DESTROYER

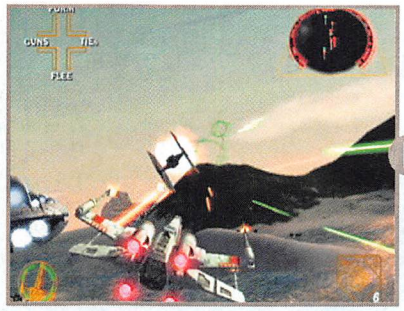
TECH UPGRADE:

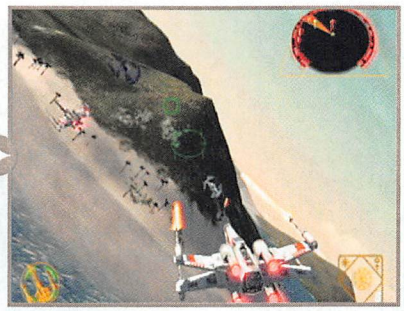
ADVANCED HOMING PROTON TORPEDOES

1. PROTECT THE TRANSPORT FROM THE TIES

Turning TIEs into a Win

A TIE dogfight is the first part of a long and varied battle on Kothlis. Several squadrons will approach the transport from the front and each side. Unless you're confident you can take them all down, assign your wingmen to help you out. Don't let the TIEs lure you away from the transport—you'll need to protect it.



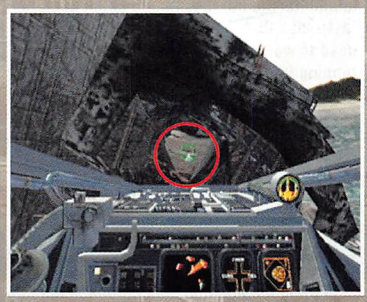


The TIE fighters defending the Star Destroyer are, for the most part, easy pickings. A few TIE interceptors in the group will give you headaches, however. If you can shoot them down at the very beginning of the battle, you'll be able to clear the skies much faster. Otherwise, they'll constantly stay on your tail.

TECH UPGRADE

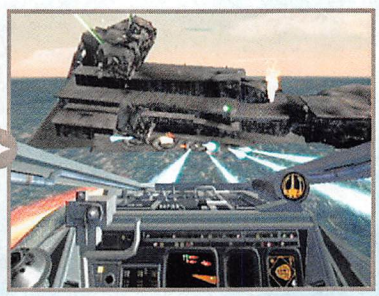
Advanced Homing Proton Torpedoes

If you can steal a few seconds before the transport lands, fly through a small gap near the Star Destroyer's demolished command deck. As you pass through the gap, you'll pick up the advanced homing proton torpedo upgrade. After the upgrade takes effect, you'll be able to lock on to a target then launch a homing torpedo at it.



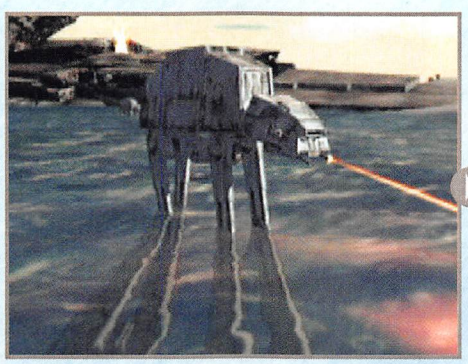
Kick It When It's Down

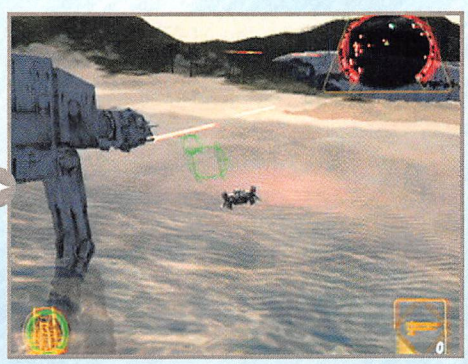
If you took the time to destroy laser turrets on the Star Destroyer in the last mission, then you won't have to worry about them in this mission. The odds are, however, that you left plenty of them intact. If you get a spare moment or two, try to take out some of the big guns on the near side of the ship so they can't pepper the transport—or you—with laser fire.



2. DESTROY ALL AT-ATs

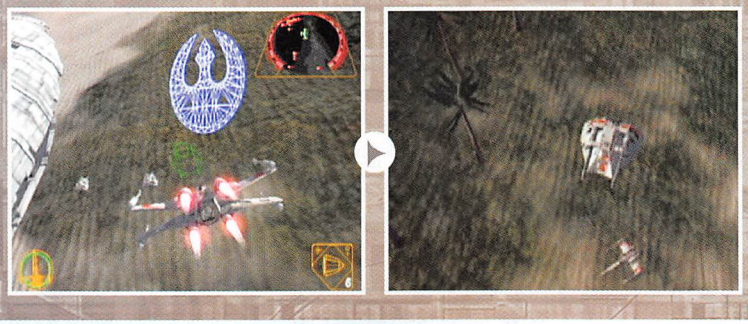
A surprising amount of the Star Destroyer's deadly cargo will remain intact after the crash. Three AT-ATs are the biggest and most immediate ground threat to the transport. If they make it to the beach, their heavy cannons will chew through the ship's hull with ease. Fly to the Rebel icon to switch to a speeder with tow cables then take the AT-ATs down as you did on Hoth.





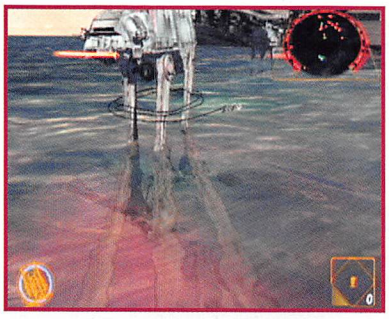
SPECIALIZED SPEEDER

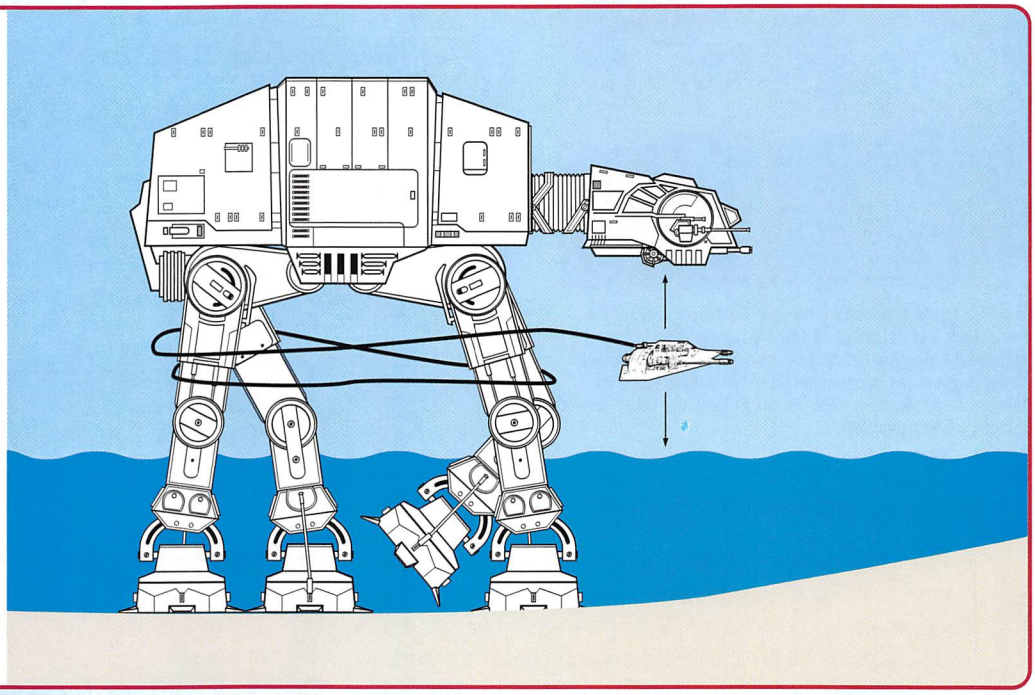
The Rebel icon beside the transport allows you to switch from your X-wing to a speeder. The speeder is the only Rebel craft capable of defeating AT-ATs, but it is otherwise worthless in the mission on Kothlis. You can use it to eliminate stormtrooper gunners but you'll accomplish the same objective faster with the Y-wing's bombs. Once the walkers are down, switch to the fighter/bomber.



Less Leggy

Because they are knee-deep in water, the walkers on Kothlis are much more challenging to lasso than their counterparts on Hoth. You'll need to watch your altitude carefully to avoid running into their "heads." Attack the closest AT-AT first, as it's in the shallowest water. The other walkers will slowly move into shallow water, too, but you won't have time to wait for ideal roping conditions.





3. DEFEND THE COMMANDOS AS THEY RECAPTURE THE DATA

Deadly Tide

The Rebel commando team will exit the transport after the AT-ATs are no longer a threat. There are plenty of other threats, however. A small army of AT-PTs will scamper out of the surf to attack the troops and the transport. You'll also need to help clear away defenses on top of the Star Destroyer. Don't neglect the troops or send them to their doom. Their survival is critical to the mission.

KOTHLIS CRASH SITE

IMPERIAL FORCES:

STAR DESTROYER

AT-AT

REBEL FORCES:

REBEL TRANSPORT

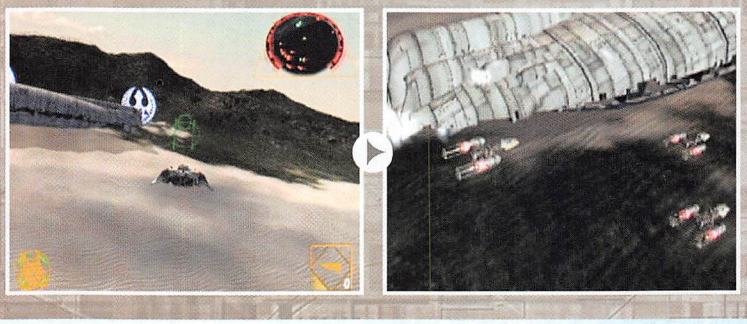
SWITCH SHIPS:

SPEEDER

Y-WING

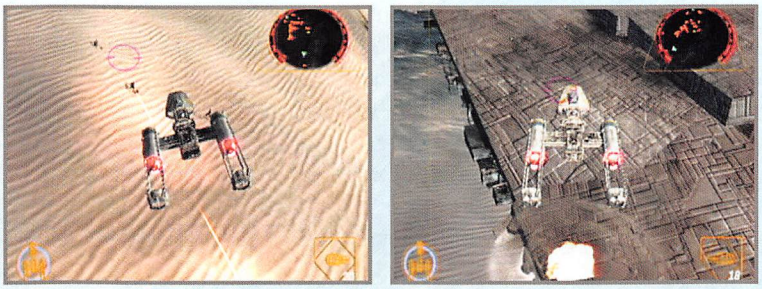
Y-WING? IT'S DA BOMBS!

After the AT-ATs flop into the water, a second Rebel icon will appear next to the transport. Waste no time making the switch—the Y-wing is the ideal ship to use for the remainder of the mission. Try to get the most out of each bomb you drop.



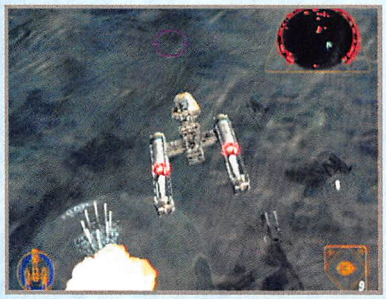
Beach Blanket Bombing

Imperial stormtroopers have mounted a formidable defense on top of the Star Destroyer, but they have no defense against a punishing series of bomb blasts. Take out the stormtrooper laser cannon gunners—they'll prevent the commando team from entering the Star Destroyer. You can also send the commandos to battle the stormtroopers while you take care of the AT-PTs on the beach.



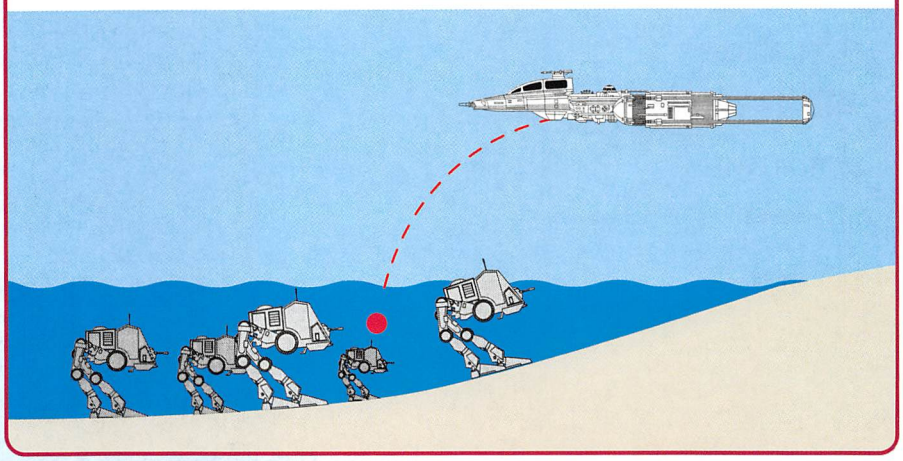
4. DESTROY ALL AT-PTs

After their larger counterparts—the AT-ATs—are disabled, AT-PTs will start emerging from the water like crabs. Switch to the Y-wing immediately, then target multiple walkers with each bomb to conserve ordnance—you'll need a store of bombs for a variety of targets. Clear the first wave of walkers, accomplish some other mission objectives, then return to destroy the next wave. Crix Madine will tell you when you've destroyed the last of them.



Watery Grave

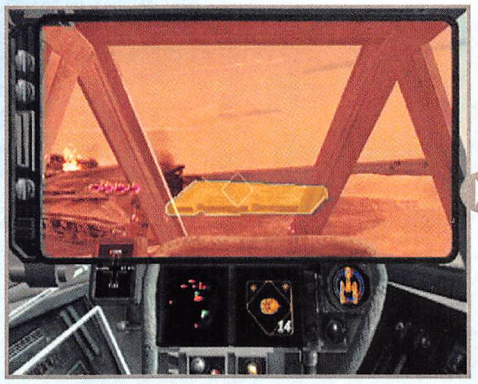
You won't be able to use your laser cannons to shoot the AT-PTs while they are underwater, but bombs are very effective against submerged targets. The walkers can be difficult to spot while they are underwater, but it's worth looking for them—you'll finish them off faster, and they'll inflict fewer casualties on the commando team. Try to aim you bombs between targets to take out more than one at a time.

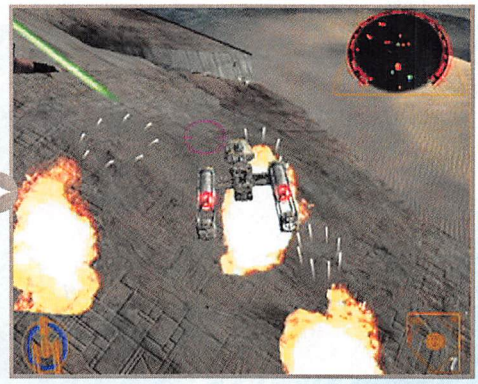


5. BOMB A HOLE IN THE STAR DESTROYER FOR THE COMMANDOS

No Door? No Problem!

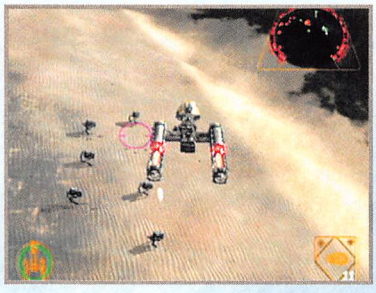
The Rebel commandos need a way into the Star Destroyer. You've got a Y-wing filled with proton bombs. You don't need Jedi training to figure out what comes next. A quick check of your Targeting Computer will expose a huge yellow target on the front of the Imperial ship. Unload about five or six bombs onto the armored panel to open up the Star Destroyer's hull. When you're done, check the beach for more AT-PTs.

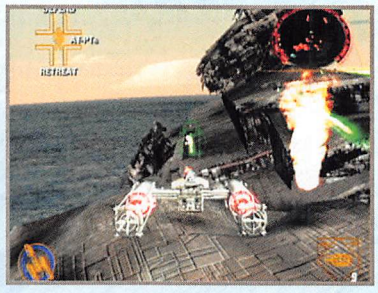




Pacify the Battlefield

In addition to the AT-PTs, the Imperial stormtroopers have established defensive positions along the outer hull of the Star Destroyer. Most of the stormtroopers have small blaster rifles, but several have large laser cannons. Use your Targeting Computer to pinpoint the well-armed enemies. You'll also need to keep TIE patrols busy while the commandos go about their business. The faster you eliminate the defenses, the faster the commandos will board the ship.

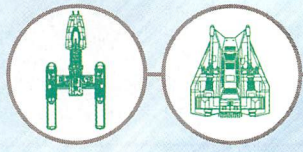


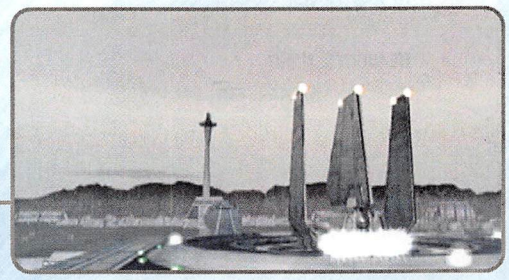


MISSION 7

IMPERIAL ACADEMY HEIST

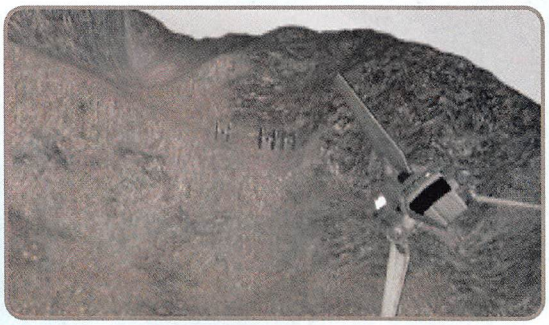
The Alliance needs an Imperial shuttle to insert a commando team on Endor's moon. The Imperial Naval Academy on Prefsbelt IV has just the ship for the job—all you have to do is steal it. Stealth is essential to the mission, but bombs and laser cannons help, too.





IMPERIAL ACADEMY HEIST

The Imperial Academy is located in a barren valley on Prefsbelt IV. Regardless of when your mission takes place, you must fly very low through a mountain pass to evade detection by sensors. The shuttle is docked on a platform at the far end of the academy. Take out the turrets that surround the shuttle, then make a run for it.



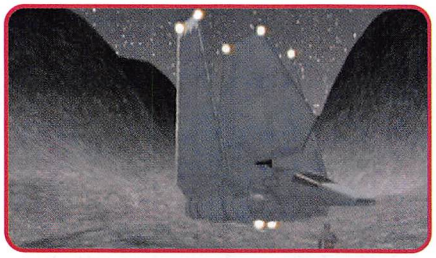
MISSION OBJECTIVES

1. ***DAY:* DISABLE THE IMPERIAL SENSORS IN THE CANYONS**
   ***NIGHT:* EVADE THE IMPERIAL SENSORS IN THE CANYONS**
2. **STEAL AN IMPERIAL SHUTTLE**
3. **MEET AT THE RENDEZVOUS POINT**

MEDAL REQUIREMENTS

COMPLETION TIME	7:20	6:05	4:12
ENEMIES DESTROYED	15	29	51
SHOT ACCURACY	7%	25%	49%
FRIENDLIES LOST	0	0	0
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	15%	45%	100%

IMPERIAL ACADEMY HEIST OVERVIEW

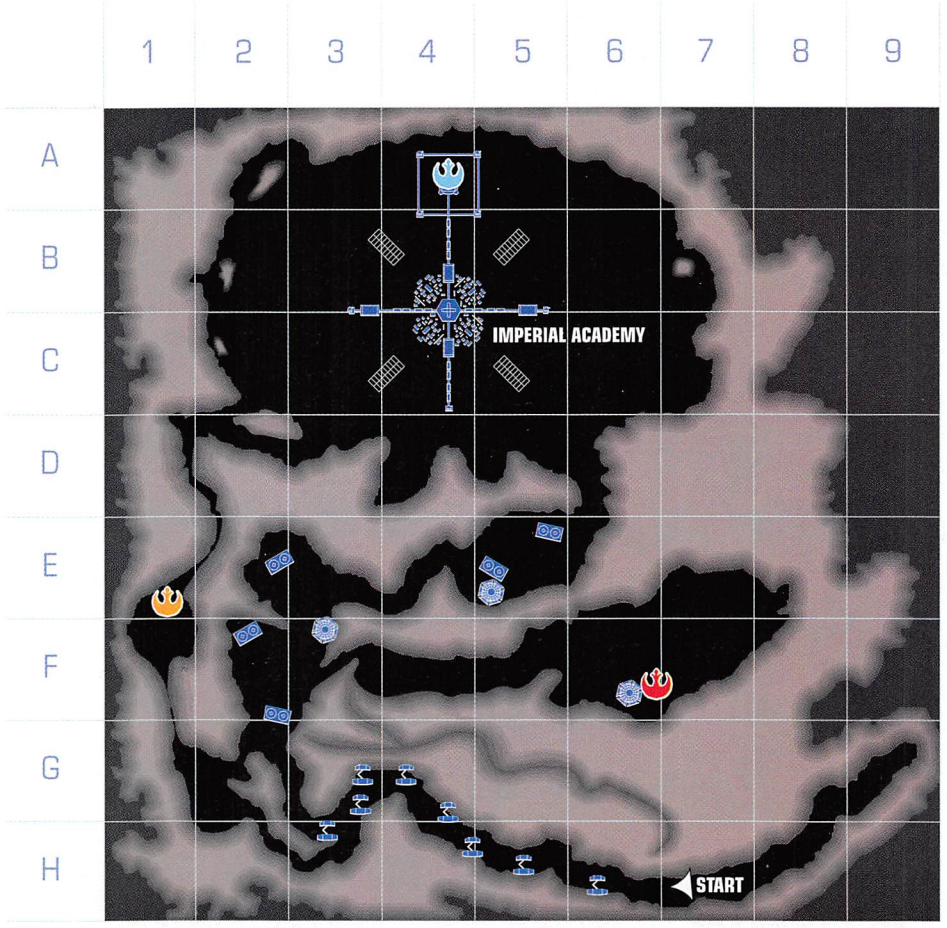


IMPERIAL FORCES:

- SATELLITE DISH
- LANDING PAD
- IMPERIAL SENSOR

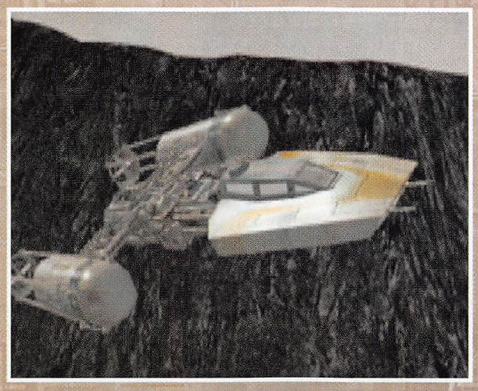
SWITCH SHIPS:

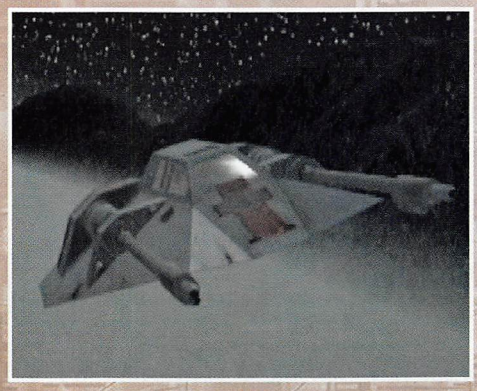
- IMPERIAL SHUTTLE
- TIE FIGHTER: DAY
- TIE FIGHTER: NIGHT



SHIFT CHANGES

Like the Tatooine Training mission, the Imperial Academy Heist will reflect the time of day you play it. During the day, you'll fly a lumbering Y-wing fighter/bomber. At night, you'll take the controls of a stealthy speeder. Each time-dependent mission has the same goal—stealing the shuttle—but you'll need to employ very different tactics to reach that end. You can win only one set of medals, but you should play both versions of the mission to pick up all the power-ups and to unlock a ship.

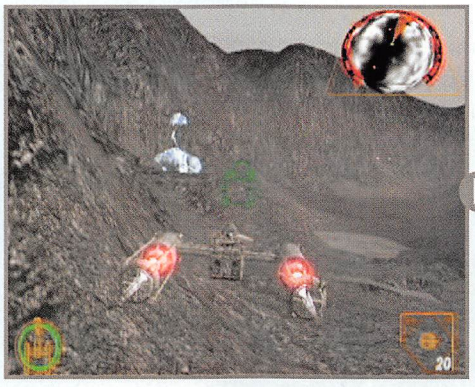




1. DAY: DISABLE THE IMPERIAL SENSORS IN THE CANYONS

Gunning and Running

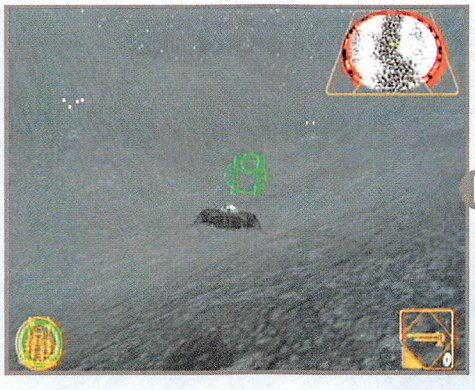
The Y-wing is about as stealthy as a rhino in a jewelry store—you'll need to hamper Imperial sensors with your ion cannon so you can navigate the mountain pass. The first four sensors are relatively easy to disable, but the four at the end of the pass are right on top of each other. Hug the outside of the turns when possible to give yourself a longer approach to the sensors on the inside walls. Remember to keep low—the sensors are weakened, but still operable.



1. NIGHT: EVADE THE IMPERIAL SENSORS IN THE CANYONS

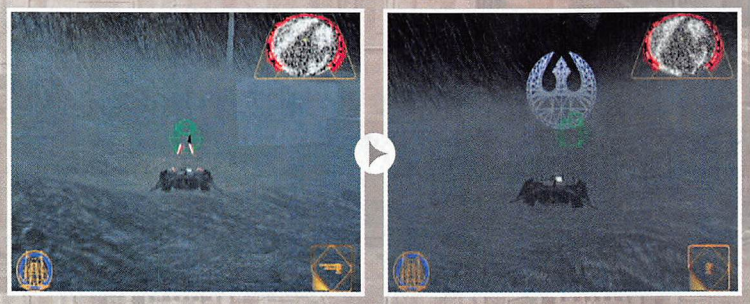
Bottom Speeder

The speeder has no ion cannon, but you can use a blanket of nighttime fog to cover your approach to the academy. You'll need to rely on visual cues to navigate the pass—just as fog disrupts the Imperial sensors, it also disrupts your speeder's sensors. It's easier to hug the ground in the speeder than it is in the Y-wing. You'll need the extra stealth to escape detection. Plotting a course through the lowest levels of the pass is critical to success.



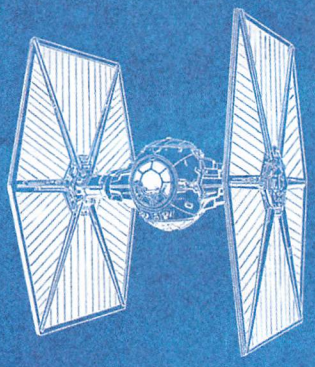
NIGHT: ARMED ROBBERY

After you bypass the sensors, Imperial forces will be on you like a plague of locusts—unless you steal a TIE fighter. The Imperial fighter will allow you to roam freely around the academy until you fire your laser cannons. The theft is relatively simple during the night mission: Find the lone fighter in E1, shoot its pilot, then fly to the Rebel icon to switch ships. The TIE will allow you to fly a more direct route to the shuttle over the mountains. Don't waste time once you begin your attack—the TIE's weak shields can't take many hits.



TIE FIGHTER

You may have a little more sympathy for Imperial pilots after you go into battle with the frail TIE fighter. It may handle well—and it can spray a lot of laser blasts—but it takes only a few direct hits to bring it down.



SIZE: 6.3 m long
SPEED: 100 MGLT, or 1,200 km/h in atmosphere
CAPACITY: 1 pilot and 65 kg of cargo
WEAPONS: 2 SFS L-s1 laser cannons
DEFENSE: Titanium alloy hull and Quadanium steel armored solar panels

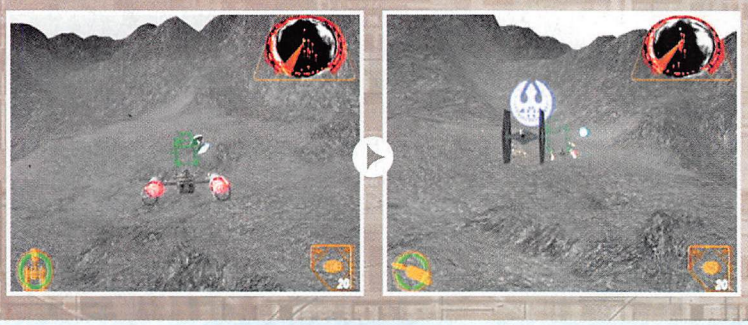
A Road to Ruin

If you decide to stick with your Rebellion-issued craft instead of stealing the TIE fighter, you'll have several extra targets to hit on the way to the academy. During the day, you can take out TIE fighters on their platforms and AT-STs with a few well-placed bombs. At night, try to line up the stationary TIEs in your crosshairs from a distance. They're actually easier to hit from far away. You can also drop a few AT-ATs, but it takes up too much time if you're trying to earn a medal.

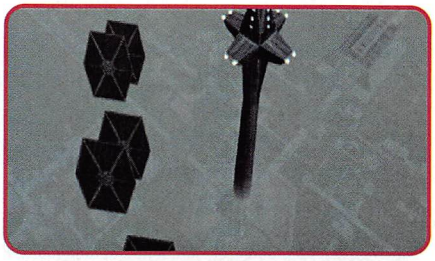
The AT-ATs are an eerie sight as they trudge through the fog with their spotlights on. The low visibility and constant fire from TIE fighters make it challenging to lasso the the big walkers. You'll need to stay close to the ground when you fly the speeder, so expect a few pot shots from the AT-ATs.

DAY: ROADSIDE INSISTENCE

Stealing a TIE during the day is a little more difficult than performing the nighttime theft. After you pass the sensors, go directly over the mountains to a small valley at F6. If you are noticed by enemies before you steal the TIE, you won't be able to enter the academy undercover in the Imperial fighter. Blast the fighter with the ion cannon until it takes off. Keep hitting it with your ion cannon while it is in the air to force it to land again. If you are successful, a Rebel icon will appear above it.



IMPERIAL ACADEMY OVERVIEW



IMPERIAL FORCES:

GUN TURRETS

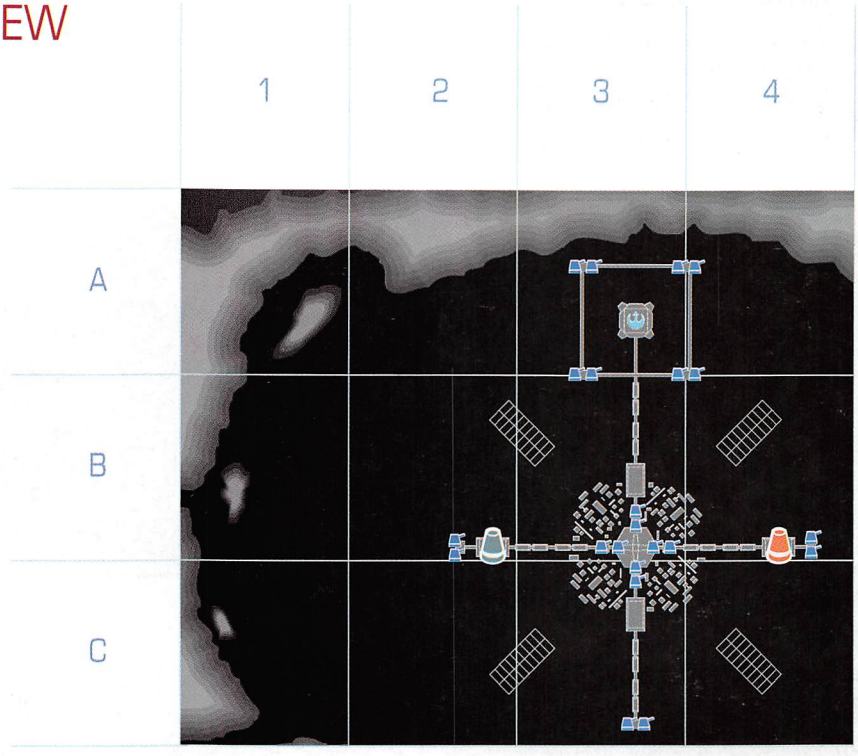
SWITCH SHIPS:

IMPERIAL SHUTTLE

TECH UPGRADES:

NIGHT: ADVANCED SPREAD PROTON BOMBS

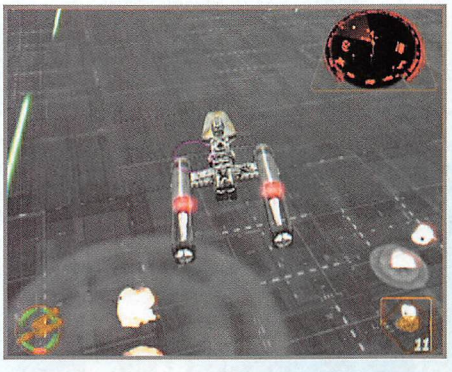
DAY: ADVANCED CONCUSSION MISSILES

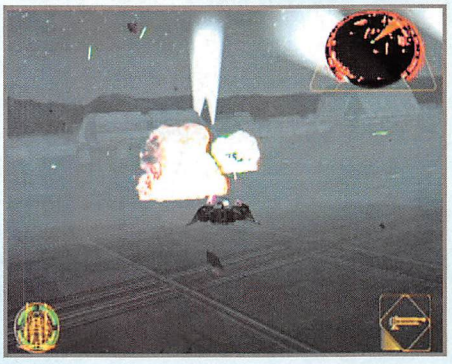


2. STEAL AN IMPERIAL SHUTTLE

Pound the Ground

Stealing the shuttle is your only essential task after you move past the sensors, but you'll need to cause some destruction if you want to earn a medal in the mission. The speeder is the least suitable craft for the job, but you can take out scores of fighters if you line yourself up with the neat rows of parked TIEs then blast your way through. The TIE fighter is good for strafing runs, but your Shot Accuracy rating will suffer if you aren't careful. The best ship for ground attacks is the Y-wing. Just bomb any target.

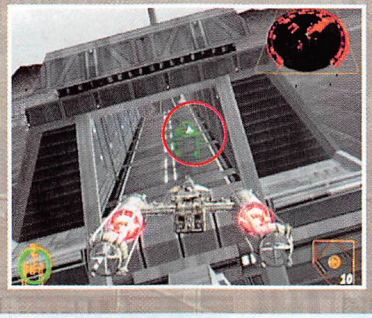




DAY: TECH UPGRADE

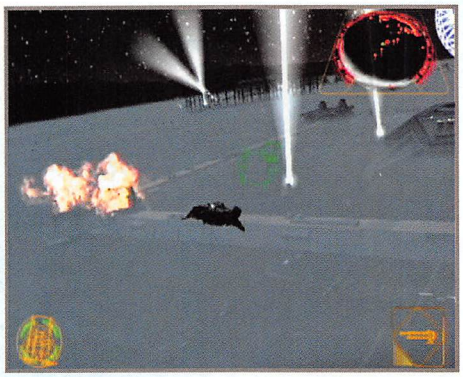
Advanced Concussion Missiles

There are two Tech Upgrades in the mission—one in the daytime mission and one in the nighttime mission. The daytime upgrade—advanced concussion missiles—is in a hangar in B4. Approach the opening to the hangar at a low altitude to avoid crashing as you pass through the structure. The upgrade increases the power of concussion missiles.



Turret Trouble

It's essential to take out the four laser turrets near the shuttle before you switch ships. Otherwise, you'll be cut to ribbons when you try to take off. It isn't a bad idea to get rid of the other turrets, too. You'll improve your stats and limit the amount of damage you'll take when you make your getaway.



You can easily destroy the 11 turrets at the academy with either bombs or laser cannon fire—they aren't very well armored. Once they're gone, you'll have only the TIE fighters to worry about.

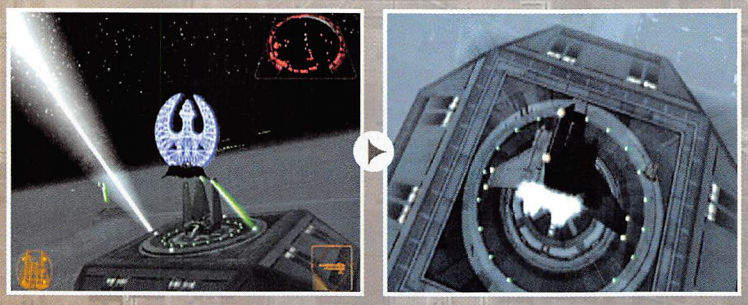
NIGHT: TECH UPGRADE

Advanced Spread Proton Bombs

The nighttime Tech Upgrade will turn your regular proton bombs into cluster bombs that cause extra damage. Fly the speeder through the hangar in B3 to grab the power-up, then finish the mission. The improved bombs may even help you earn a better medal in the daytime mission.

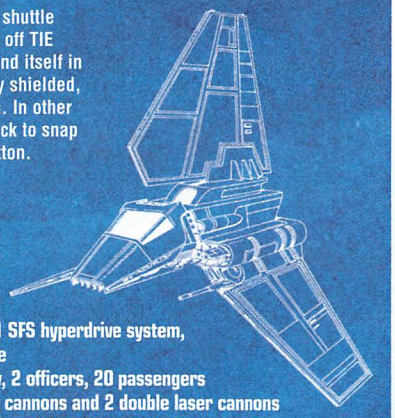
UNSCHEDULED SHUTTLE FLIGHT

As soon as you are satisfied that you've destroyed enough enemies for the medal of your choice, make haste to the shuttle landing pad to finish the mission. It's harder to spot in the nighttime fog than in the daylight, but a quick check of your scanner will point you in the right direction.



IMPERIAL SHUTTLE

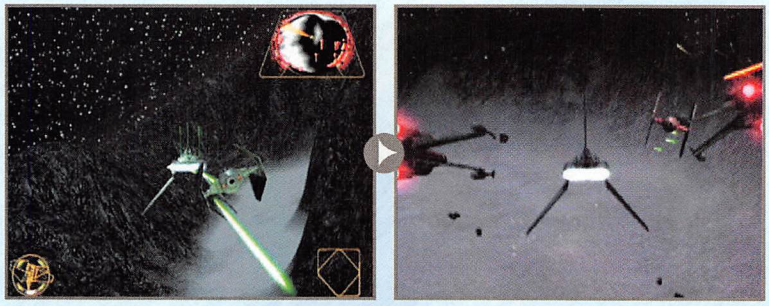
The *Lambda*-class Imperial shuttle was never designed to fight off TIE interceptors, but it can defend itself in a pinch. It's slow and poorly shielded, and it handles like a bantha. In other words, don't expect your neck to snap back when you hit the R Button.



SIZE: 20 m long
SPEED: 50 MGLT and Class 1 SFS hyperdrive system, or 850 km/h in atmosphere
CAPACITY: 4 command crew, 2 officers, 20 passengers
WEAPONS: 3 double blaster cannons and 2 double laser cannons
DEFENSE: Light armor plating and 2 deflector shield generators

3. MEET AT THE RENDEZVOUS POINT

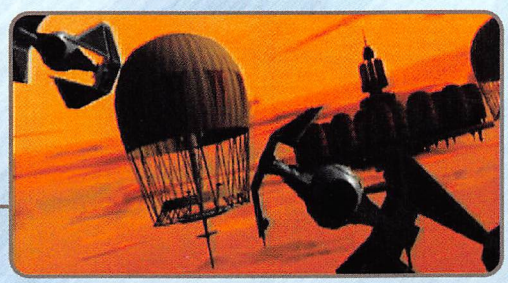
Don't try to shoot any more ground targets once you take control of the shuttle—you'll waste time and attract even more fighters. Check the direction indicated on your scanner then head for a mountain pass in either D2 or D3. If you travel in a straight path, interceptors will get on your tail and the turrets—if you left any standing—will pound you with fire. Once you reach the mountains, only the TIEs will bug you. Press B to blast them with your tail gun.



MISSION 8

RAID ON BESPIN

As the Alliance prepares for a last-ditch confrontation with the Empire, Rogue Squadron must liberate tanks of precious Tibanna Gas to supply the fleet. Before the Rebels can use the gas, they must stop TIE interceptors and Imperial siege balloons from destroying it.

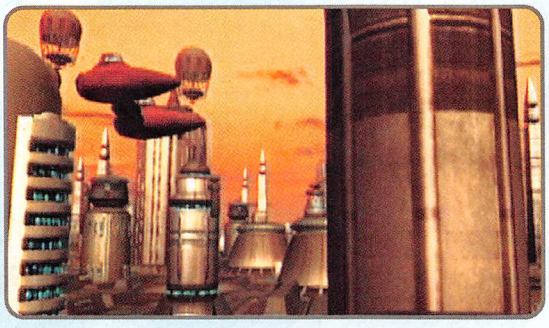


RAID ON BESPIN

Tibanna Gas—a rare substance used to increase the power of energy weapons—has made Bespin a wealthy planet . . . and a strategic prize for both sides in the war. Protect the platforms from siege balloons then head to Cloud City to destroy three power generators used by the Imperial forces.

MISSION OBJECTIVES

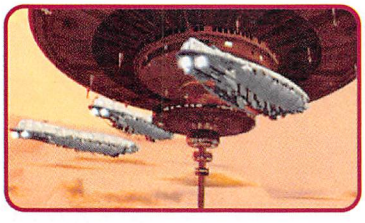
1. **SECURE THE TIBANNA GAS PLATFORMS**
2. **DESTROY THE CITY'S POWER GENERATORS**
3. **DEFEND THE TIBANNA GAS PLATFORMS FROM THE TIE BOMBERS**



MEDAL REQUIREMENTS

COMPLETION TIME	11:00	8:55	6:40
ENEMIES DESTROYED	45	75	110
SHOT ACCURACY	12%	30%	65%
FRIENDLIES LOST	41	32	29
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	10%	32%	72%

TIBANNA GAS PLATFORMS OVERVIEW



IMPERIAL FORCES:

- IMPERIAL SIEGE BALLOONS
- IMPERIAL SHIP

REBEL FORCES:

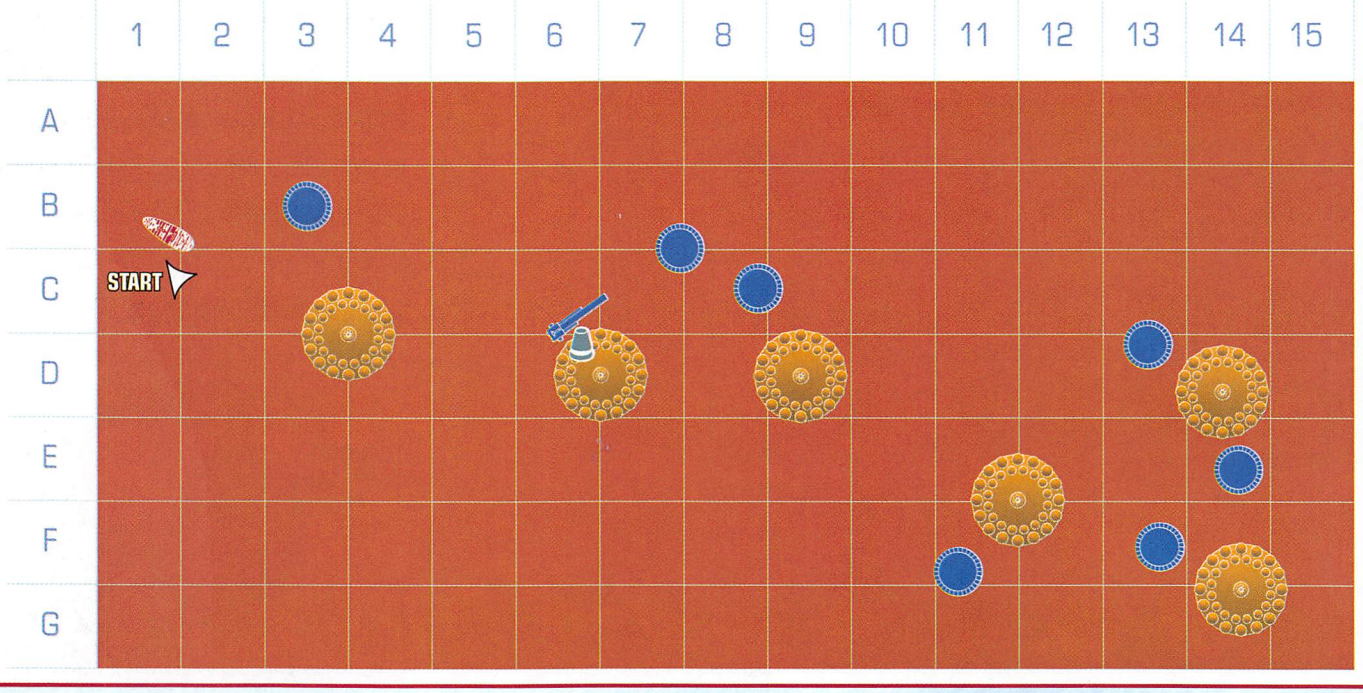
- REBEL TRANSPORT

TECH UPGRADE:

- ADVANCED HOMING MISSILES

NONAFFILIATED:

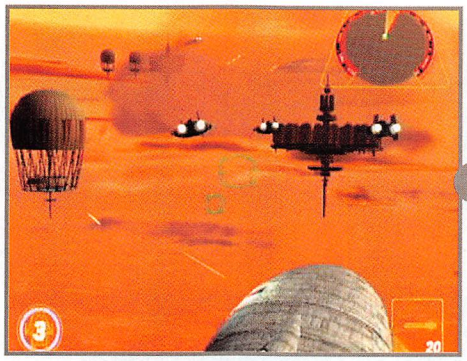
- TIBANNA GAS PLATFORM



1. SECURE THE TIBANNA GAS PLATFORMS

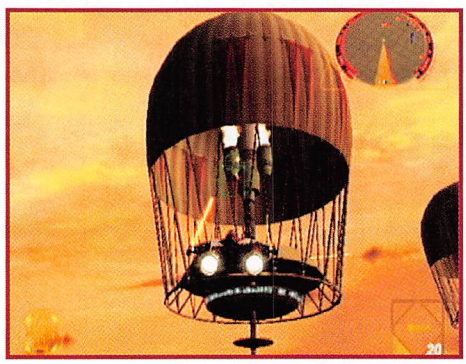
Deadly Dirigibles

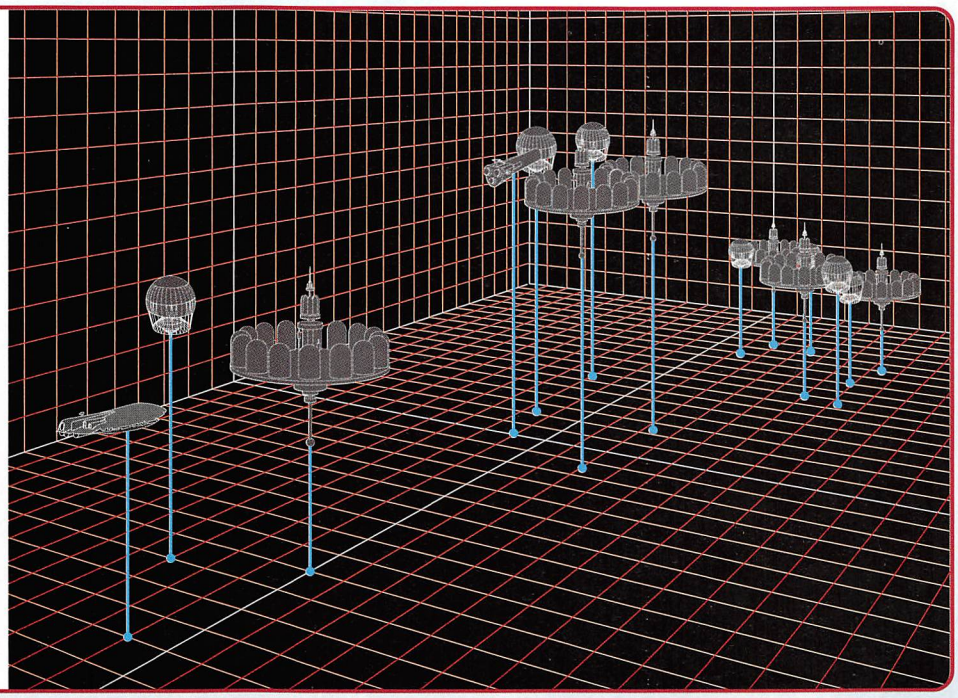
The Imperial forces on Bespin would rather destroy the Tibanna Gas Platforms than let them fall into the hands of the Rebellion. Several siege balloons are the most immediate threat to the platforms, and it's up to you to knock them out. The first balloon will be right in front of you when you start the mission.



Bursting Bubbles

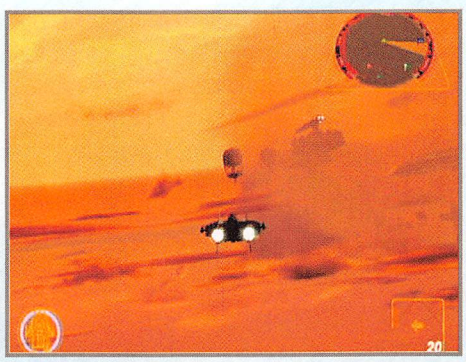
Each balloon is armed with six laser cannons. You can destroy the cannons to render the balloon harmless, but it's much easier to bring down the whole shebang. Approach each balloon from below then target any of the three gas burners under its canopy. It takes only a few direct hits to detonate an explosion that will collapse the balloon. The five platforms are at different altitudes, so you'll need to descend as you progress to each group of balloons.





Masked by Gas

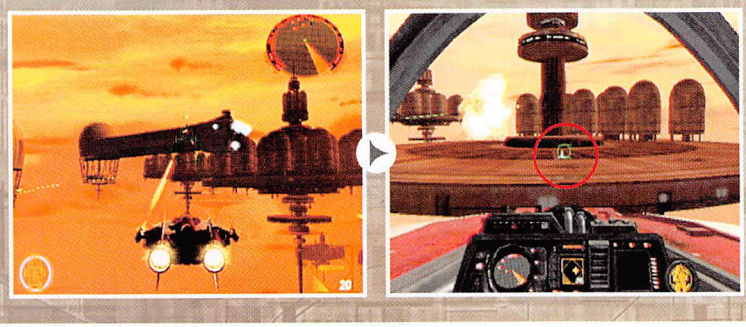
Opaque clouds of gas near the platforms can disorient you if you aren't careful. You can fly around the clouds or pay attention to your scanner to plot a course through the clouds. You will have no luck fighting TIE interceptors in the haze, so don't even try it. If you find yourself in a cloud, look for the outlines of the platforms to guide yourself out of the haze.



TECH UPGRADE

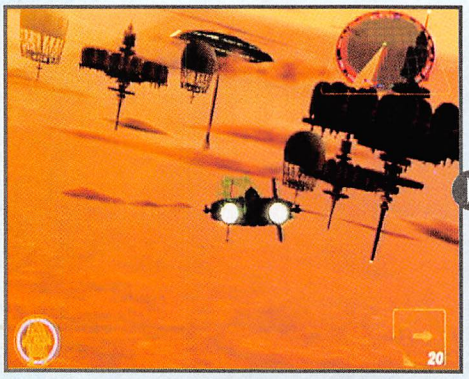
Advanced Homing Missiles

You'll need to run the risk of sabotaging your own mission to pick up the Advanced Homing Missiles upgrade. After you destroy the first balloon, head for the Imperial Tanker near the second gas platform. Blast it to set off a chain reaction that eliminates about half of the tanks on the platform. You'll see the power-up where the tanks stood. It's also possible to fly under the tanks using the A-wing. The upgrade allows you to lock onto targets with concussion missiles.



Platforms in Peril

After the first platform is secured, you'll need to race in the direction of Cloud City to save several more platforms. Send your wingmen off to deal with the TIE interceptors while you eliminate the balloons as quickly as you can. Destroy two balloons that are attacking two platforms, then move on to a set of four balloons that are attacking three platforms. When you're finished with the balloons, help your wingmen clear away the TIEs while the transport docks.

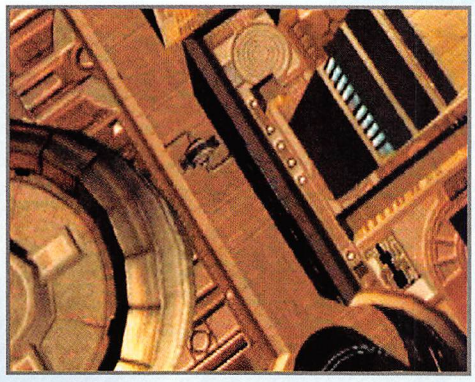


The TIE interceptors will make their presence known throughout the early part of the mission, so you may have a few opportunities to shoot them down while you concentrate on the balloons. The Imperial fighters also attack the platforms, making them more than just a nuisance. Don't waste time chasing them while there are still balloons around, however.

2. DESTROY THE CITY'S POWER GENERATORS

Brownout

Imperial forces have control of Cloud City and are using its power generators to attack the gas platforms. As you fly into the city, locate the generators using your Targeting Computer then destroy them. All the generators are down in the city's network of trenches, so you'll need to navigate some tricky terrain to reach them.



BESPIN CITY OVERVIEW

IMPERIAL FORCES:

IMPERIAL SIEGE BALLOONS

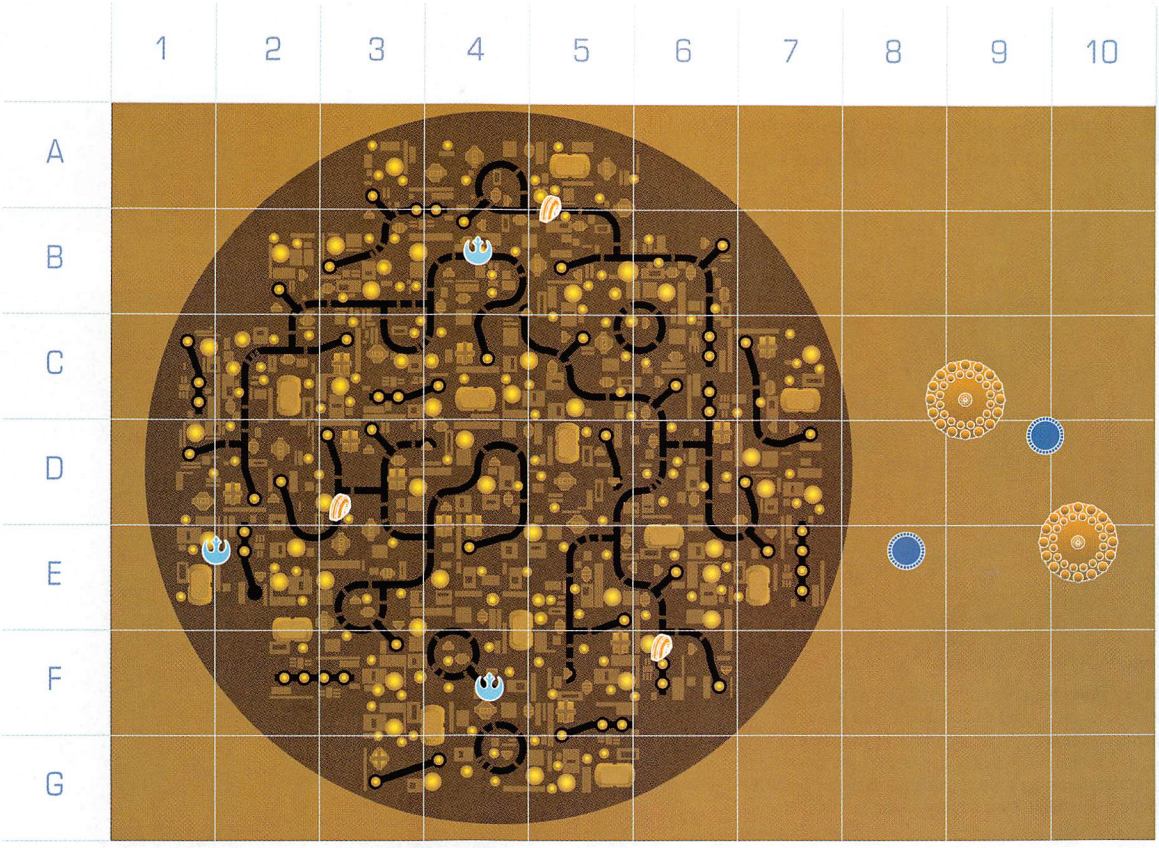
NONAFFILIATED:

TIBANNA GAS PLATFORM

POWER GENERATOR

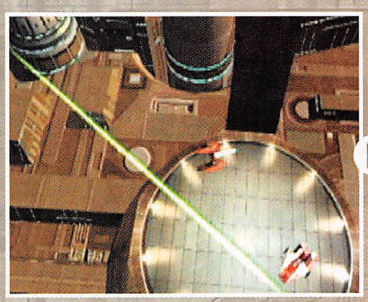
SWITCH SHIPS:

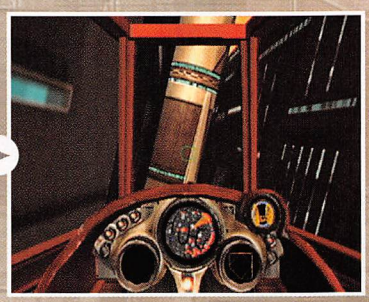
CLOUD CAR



SPORTY TWO-SEATER

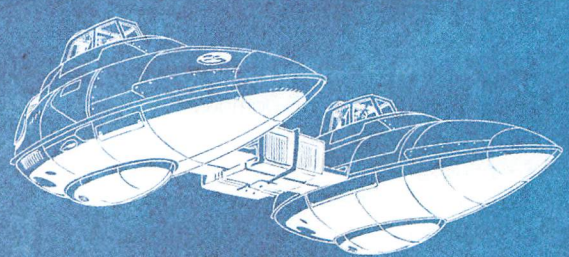
There are three landing platforms in the city where you can trade in your A-wing for a slower but nimble cloud car. If you've taken any damage in the first part of the mission, the cloud car switch will provide you with a fresh vehicle. The twin-pod craft is ideal for winding through the city's trenches to find the power generators, but it isn't very well-suited for a dogfight at the end of the mission. Switch back to the A-wing when your work in the city is completed.





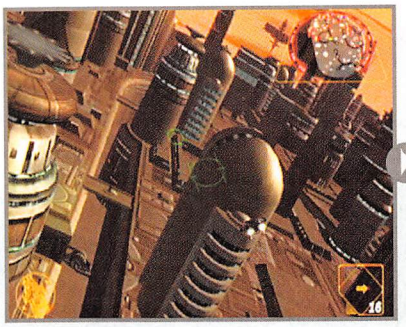
CLOUD CAR

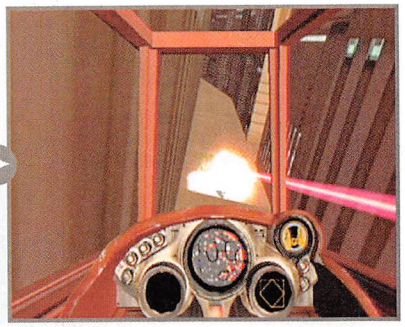
Although technically they aren't speeders, cloud cars are not spacecraft, either. The highly maneuverable, twin-pod vehicles are the ideal form of transportation on Bespin, where citizens live on large platforms suspended in the atmosphere. Cloud cars were designed to transport civilians, but they come equipped with blaster cannons.



The Off Switch

Because the power generators are inside curved trenches, it can be difficult to line up an approach. It's best to start very high, so you can adjust the angle of your approach as you descend. A long approach will also give you more shots at the generator, minimizing the need for another pass. The downside of a long approach is that you will be vulnerable to TIE interceptors patrolling above the buildings.

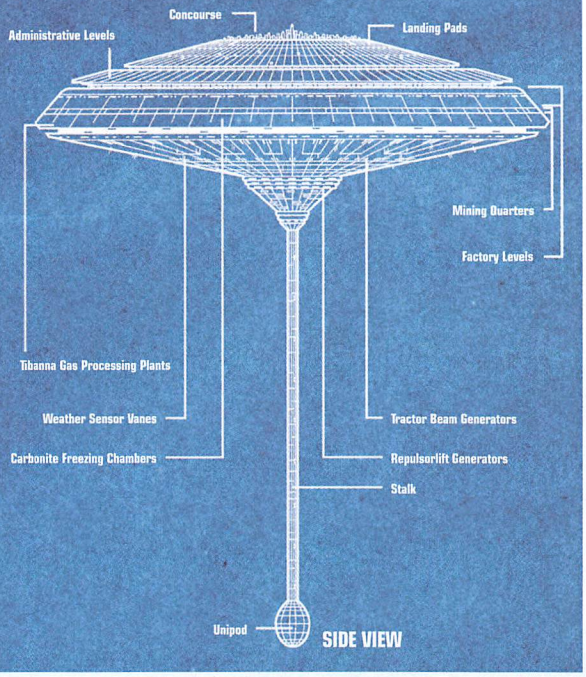




The sky above the Cloud City is filled with balloons—easy pickings for pilots who want to boost their Enemies Destroyed and Shot Accuracy stats. If you decide to go hunting, you should do so before you destroy the second power generator. Once the second generator is destroyed, TIE bombers will begin their attacks on the last two Tibanna gas platforms.

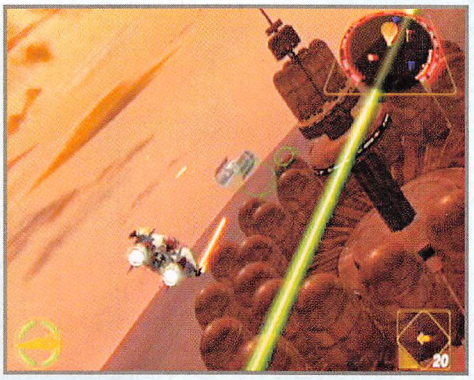
CLOUD CITY

Cloud City is an opulent metropolitan complex that hovers over the planet Bespin. The massive city is home to about six million citizens and attracts many tourists from other worlds with its resorts and casinos. Despite its pleasure palace image, however, Cloud City's main function is the production of Tibanna gas, which it draws into its internal refineries with tractor beams. The city was "acquired" by the Empire shortly after the Battle of Hoth.



3. DEFEND THE TIBANNA GAS PLATFORMS FROM THE TIE BOMBERS

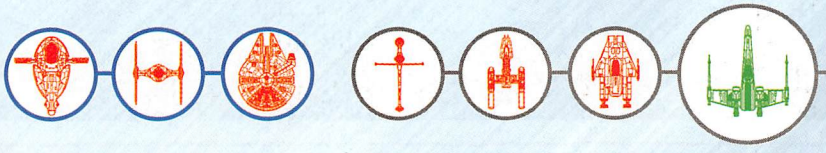
Your last duty in the mission is to shoot down a squadron of TIE bombers that is attacking nearby gas platforms. It's easy enough to shoot them down, but remember that the mission will immediately end after you take out the last bomber. You may want to shoot down a few more balloons to increase your Enemies Destroyed total before you're finished on Bespin.



MISSION 9

BATTLE OF ENDOR

The war between the Rebel Alliance and the Empire will come down to one climactic battle over the planet Endor. The Rebel fleet's target is the partially completed Death Star II, but it will have to contend with the Imperial fleet before it can finish off the deadly space station.

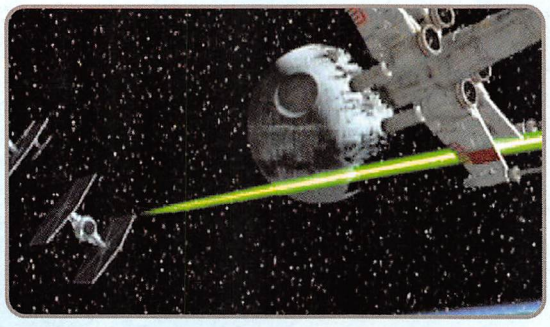


BATTLE OF ENDOR

The Rebel fleet's plan was a quick strike against the second Death Star, but the Battle of Endor will be a long, defensive struggle. As Rogue Leader, you must defend the fleet against many waves of TIE fighters, interceptors and bombers before the main event: a single X-wing versus two Star Destroyers.

MISSION OBJECTIVES

1. ***PROTECT THE FLEET***
2. ***PROTECT THE MEDICAL FRIGATE***
3. ***DESTROY ALL TIE BOMBERS***
4. ***DESTROY BOTH STAR DESTROYERS***



MEDAL REQUIREMENTS

COMPLETION TIME	13:00	11:20	10:00
ENEMIES DESTROYED	31	46	60
SHOT ACCURACY	8%	20%	31%
FRIENDLIES LOST	10	9	6
LIVES LOST	2	2	1
TARGETING COMPUTER EFFICIENCY	10%	40%	80%

BATTLE OF ENDOR OVERVIEW

IMPERIAL FORCES:

STAR DESTROYER

REBEL FORCES:

HOME ONE

REBEL CRUISER

REBEL FORCES:

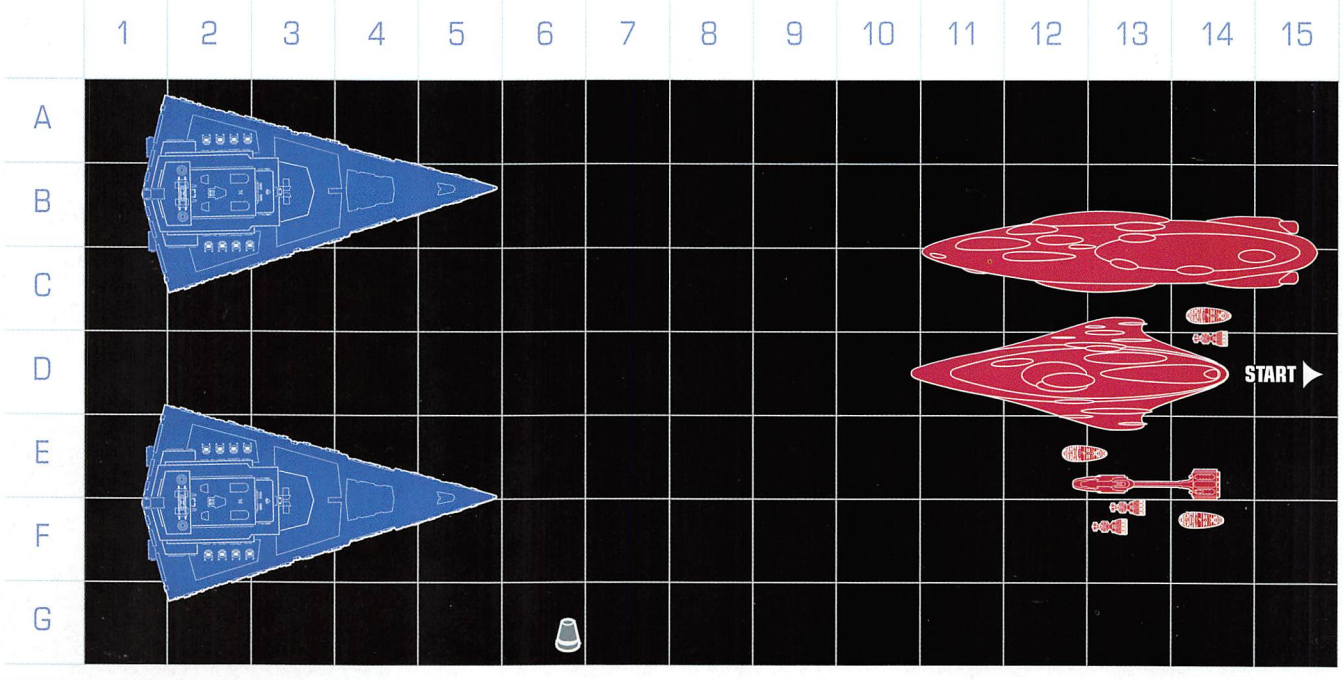
REBEL TRANSPORT

MEDICAL FRIGATE

BLOCKADE RUNNER

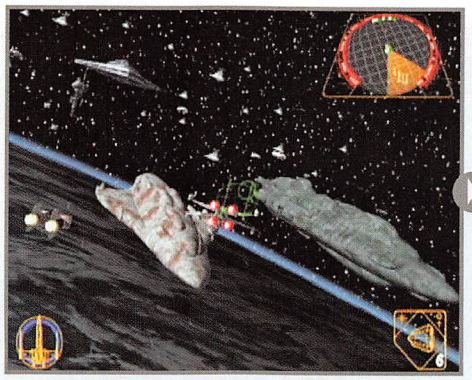
TECH UPGRADE:

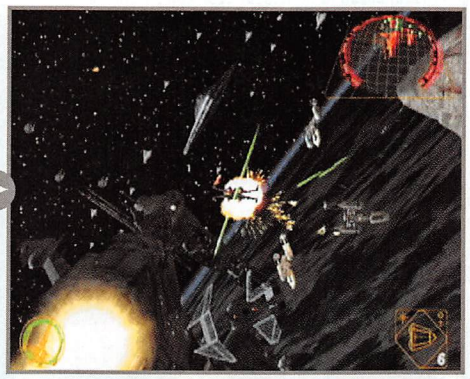
ADVANCED HOMING CLUSTER MISSILES



1. PROTECT THE FLEET

You'll start the mission as part of an assault group heading toward the Death Star, but Lando Calrissian will soon break off the attack and return to the fleet. By the time you reach the fleet, TIE interceptors will be bearing down on you. There is no easy solution to the problem—you'll just have to take out as many of them as you can. Try to hit several TIEs while they approach in formation, as they'll break into smaller groups once they reach the Rebel fleet. Because there are so many fighters in the area, collision is the most immediate threat to your safety. Bank carefully.

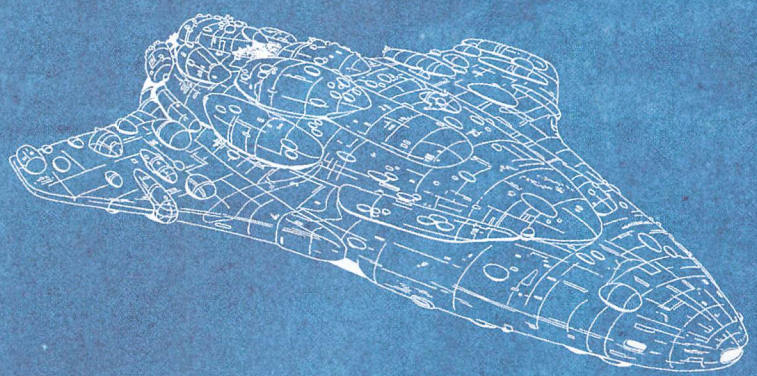




You don't need to follow Lando at the start of the mission. It's a smarter move to face the Imperial fleet, then wait for the TIE interceptors to approach. Your Targeting Computer will allow you to spot them quickly. Keep your distance from Rebel ships to avoid contact while they turn around.

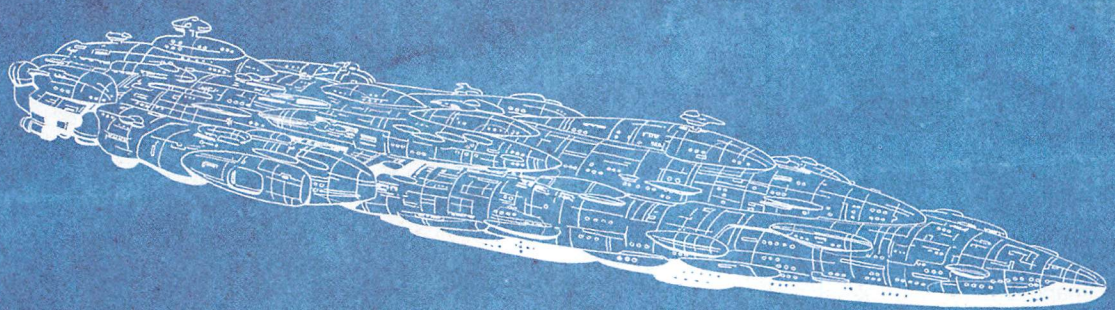
MON CALAMARI STAR CRUISER

Mon Calamari Star Cruisers were drafted into military duty after Imperial forces attacked the aquatic planet where it was built. Its organic, mantalike shape makes it look benign, but the cruisers used in the Rebel fleet are heavily armed with laser and ion cannons.



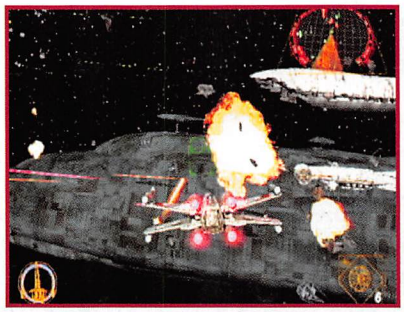
HOME ONE

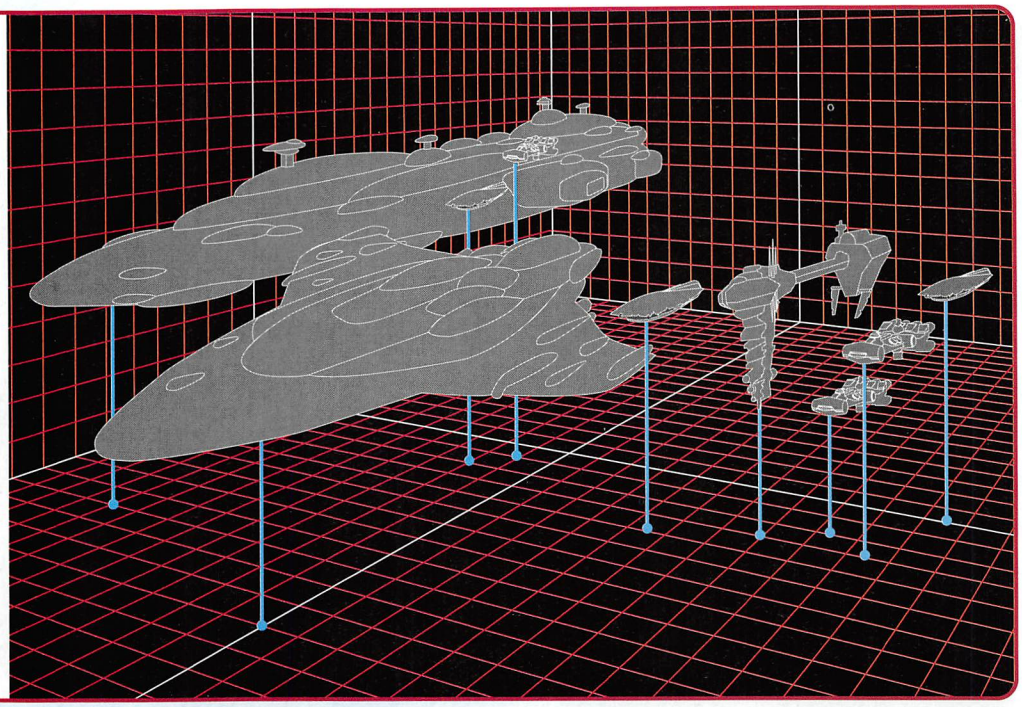
Admiral Ackbar's command ship was built on an aquatic planet called Mon Calamari, and its organic shape reflects its origins. The massive ship is armed with turbolasers and ion cannons, but it is quite vulnerable to fighter assaults. In most situations, *Home One* relies on fighter escorts for protection. As it has hangars for 10 squadrons, an escort is always available.



Fleet Defense

Giving chase to individual TIEs won't work very well in the Battle of Endor—the Imperial pilots you'll face are too good at evasive maneuvers. Instead, you should establish a patrol zone then blast enemies as they pass by you. Position yourself between *Home One* and the Medical Frigate then move in deliberate circles while picking off fighters. The best targets are the standard TIE fighters—they're slower and easier to hit than TIE interceptors.





2. PROTECT THE MEDICAL FRIGATE

The dirty Imperials will head straight for the Medical Frigate at the beginning of the mission. Concentrate your fire on the TIEs attacking the frigate to keep the big ship relatively intact for the next stage in the battle. If you have trouble picking off the TIEs from your position near the frigate, fly away from the big ship then approach it again from a distance. After you destroy enough fighters, the Empire will call in the heavy bombers.

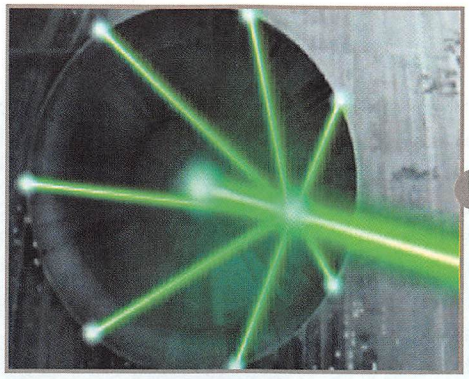
3. DESTROY ALL TIE BOMBERS

Bomber Disposal

After you've taken out a bunch of enemy fighters, a member of your squadron will warn you about approaching TIE bombers. You must destroy all of them quickly to avoid mission failure. Look in the direction of the Star Destroyers to spot them on their way in. You'll be able to spot them because of their shape and the white streak that follows their missiles, but, as their numbers dwindle, you may need to use your Targeting Computer to find them. They'll be highlighted in yellow.

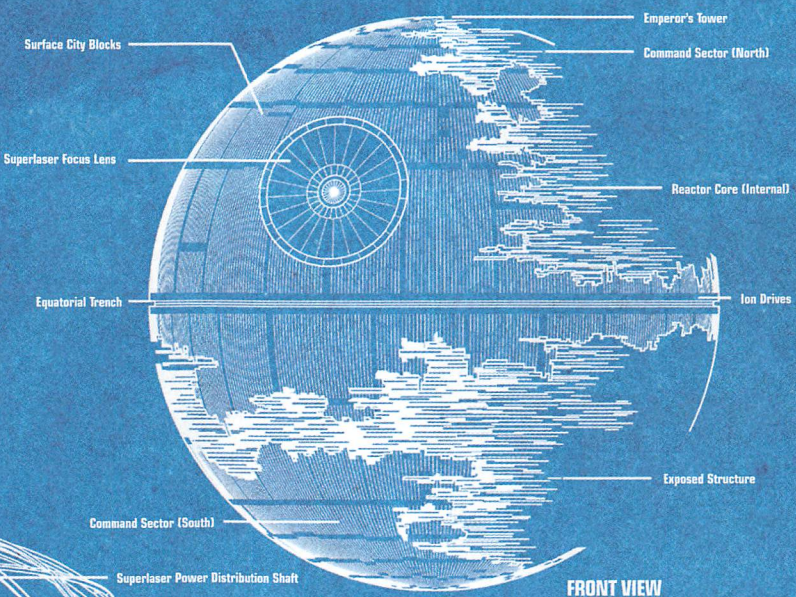
The Death Star Lives

Once the last of the bombers is eliminated, you'll learn that the Death Star II is operational. The space station's first—and, hopefully, last—victim is the Mon Calamari Star Cruiser in the Rebel fleet. The alliance's only hope is to delay the Imperial fleet long enough for Han Solo's commando team to knock out a shield projector on a moon of Endor. Rogue Squadron must try to destroy two Star Destroyers to buy a little time.

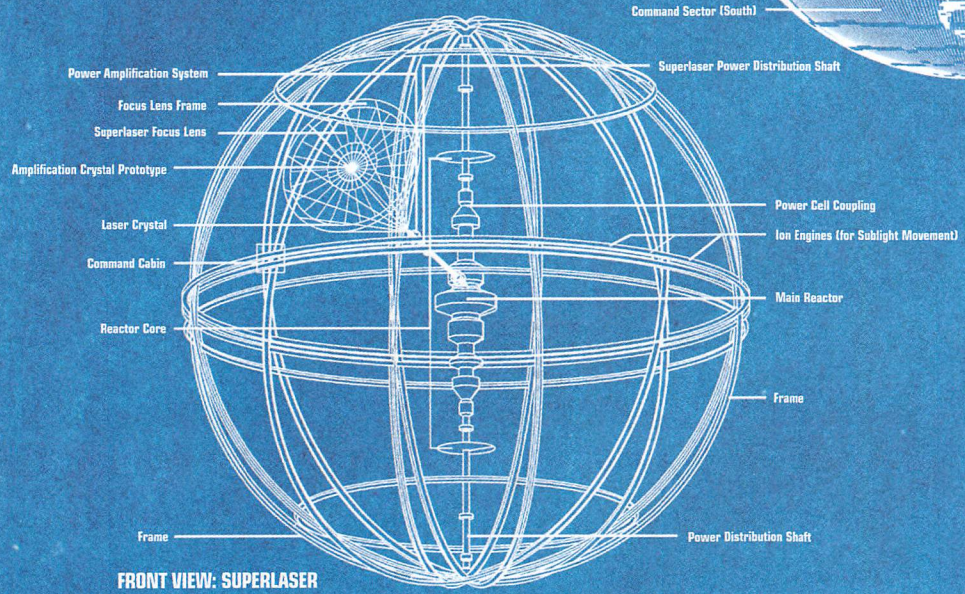


DEATH STAR II

After Luke Skywalker destroyed the first Death Star by taking advantage of a flaw in its design, Emperor Palpatine ordered his engineers to build him an even better space station. The Death Star II is equipped with an enhanced superlaser, a weapon powerful enough to destroy an entire planet with one blast. The space station is designed to have no weaknesses in its defenses, so the Rebel Alliance must try to destroy it while it is still under construction.



FRONT VIEW

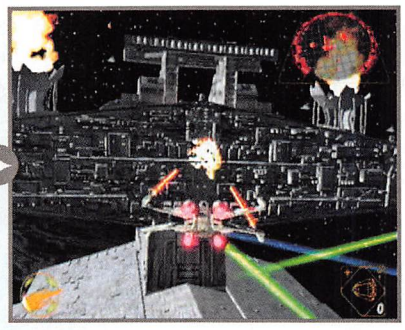


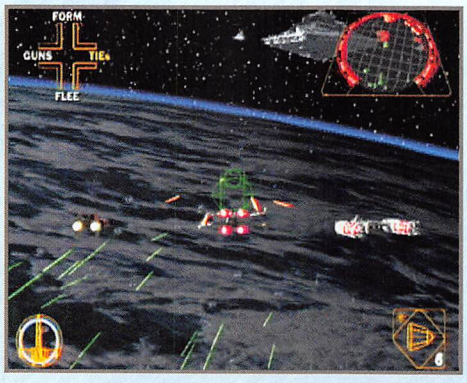
FRONT VIEW: SUPERLASER

4. DESTROY BOTH STAR DESTROYERS

Left Jab

If you still have bad memories of the firestorm in Razor Rendezvous, relax—the Star Destroyers above Endor aren't as heavily defended. Of course, there are two of them, so you'll need to work twice as hard to bring them down. You'll have to start somewhere, so go after the one on the left—it's the closest to the Tech Upgrade power-up. As you did in Razor Rendezvous, take out the two shield generator pods on top of the ships, then destroy the bulbous generator underneath the ships. Try to approach the first two generators from behind or the top—you'll encounter less turbolaser fire and, because the ship will still be moving away from you, you'll deliver more shots on each pass. Use your laser cannons only—save your proton torpedoes for the second destroyer.



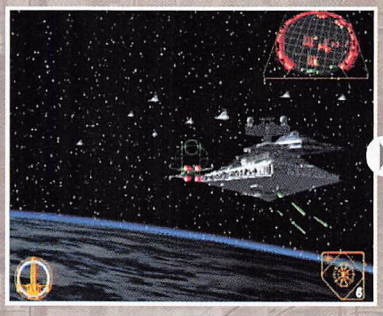


There are plenty of TIEs buzzing around underneath the Star Destroyers. They won't give you much trouble, but you should take a stab at destroying a few while you're on your way to the big ships. The more you destroy, the less of them there are to harass the Rebel fleet while you take out the destroyers.

TECH UPGRADE

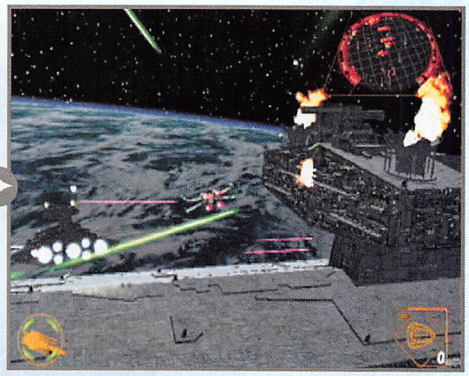
Advanced Homing Cluster Missiles

The Tech Upgrade for advanced homing cluster missiles is literally floating out in the middle of nowhere—to the left and beneath the Star Destroyers as you approach them. If you keep your eyes peeled for a shimmering white dot over the planet's atmosphere, you'll eventually discover the power-up. The upgrade probably won't mean much to you when you find it—unless you've already opened one of the ships that uses cluster missiles. The homing feature makes the weapon extremely formidable.



Déjà Vu Destruction

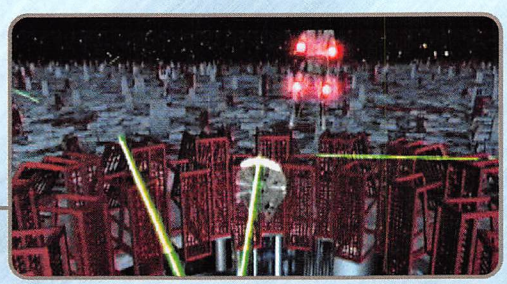
By the time you finish off the first Star Destroyer, the second one will be facing off with *Home One* at point-blank range. Because the Star Destroyer is stationary, you'll have an easier time aiming your proton torpedoes at its critical targets. Remember to save at least one torpedo to ensure the quick destruction of the command deck. You'll have a little extra time in the mission after the second ship is defeated, so try to destroy a few TIE interceptors to boost your stats.



MISSION 10

STRIKE AT THE CORE

With its shields down, the Death Star II is vulnerable to attack. You can destroy the deadly space station by taking out the power regulator at its core. It isn't a simple matter of firing a torpedo at an exhaust port—you'll need to guide your X-wing into the belly of the beast.

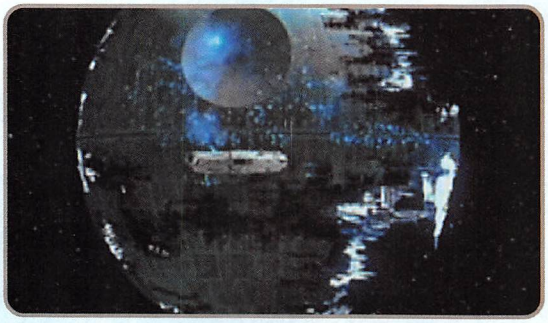


STRIKE AT THE CORE

Han Solo and a Rebel commando team have shut down the shield generator on Endor's moon, leaving the second Death Star vulnerable to attack. While the rest of the Rebel fleet tries to hold out against Imperial forces, Lando Calrissian and Wedge Antilles launch a two-ship assault on the massive battle station.

MISSION OBJECTIVES

1. ***PROTECT THE* MILLENNIUM FALCON**
2. ***REACH THE POWER CORE ENTRY***
3. ***DESTROY THE POWER CORE***



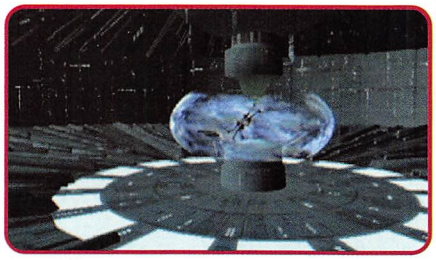
MEDAL REQUIREMENTS

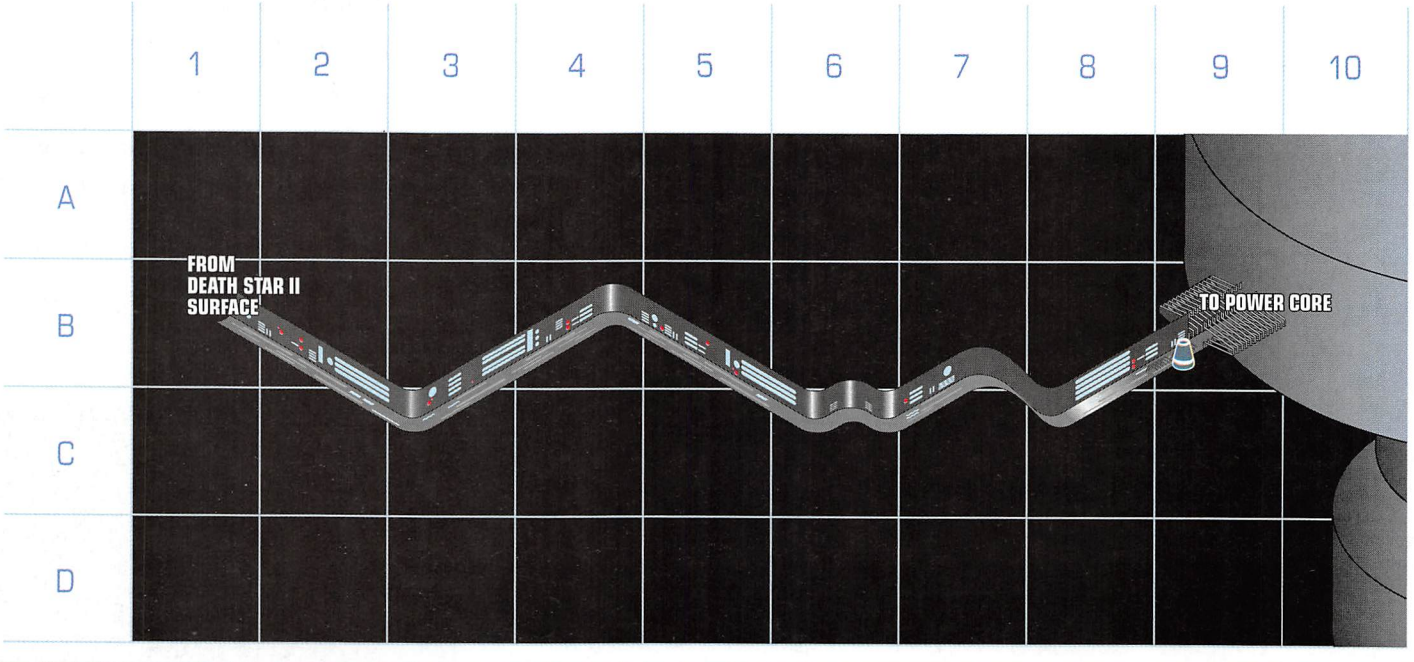
COMPLETION TIME	7:00	6:15	5:05
ENEMIES DESTROYED	29	36	41
SHOT ACCURACY	10%	21%	32%
FRIENDLIES LOST	0	0	0
LIVES LOST	2	2	1
TARGETING COMPUTER EFFICIENCY	20%	45%	95%

TUNNEL TO THE POWER CORE

TECH UPGRADE:

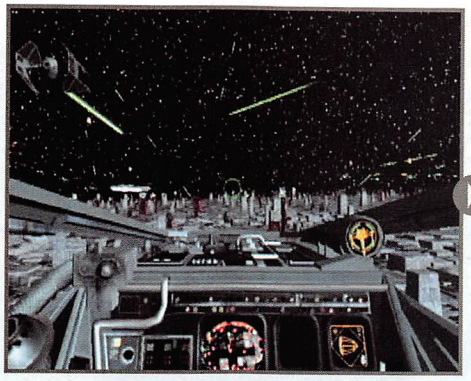
ADVANCED TARGETING COMPUTER





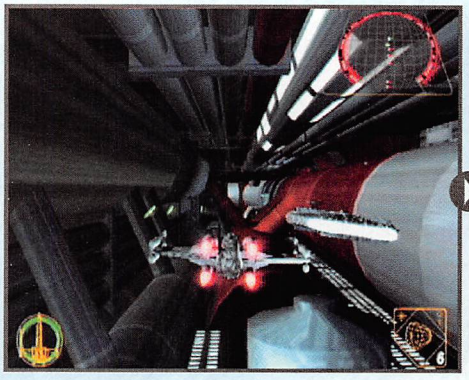
1. PROTECT THE MILLENNIUM FALCON

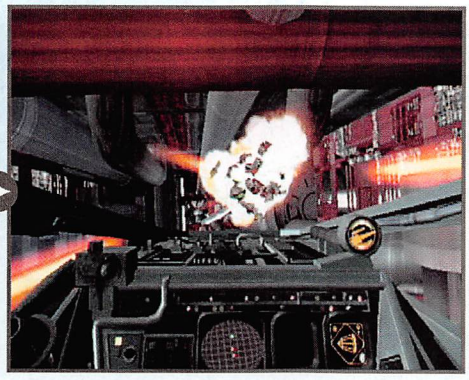
Your mission will be over in a flash if you don't actively defend the *Millennium Falcon* on the way to the tunnel entrance. You'll need to stay behind the *Falcon*—but not too far behind it—so you can pick off several TIEs when they attack the freighter. Keep opening and closing your S-foils to play catch-up and shoot down enemies intermittently. You'll also need to protect your own skin—the turbolasers on the surface of the Death Star will tear you up.

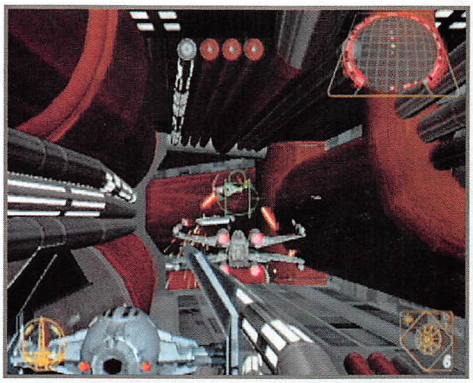


2. REACH THE POWER CORE ENTRY

After the *Millennium Falcon* reaches the Power Core Entry on the exterior of the Death Star, a cinema scene will act as transition to the tunnel portion of the mission. The tunnel is a very tight space loaded with pipes and beams. Several more waves of TIE fighters and interceptors will pursue the *Falcon* into the tunnel, so you'll need to continue opening and closing your X-wings to stay close enough to protect Lando. Don't be impatient if a couple of TIEs get past you—you won't be doing yourself any good if you go too fast then smash into a wall. Brake liberally through the turns.





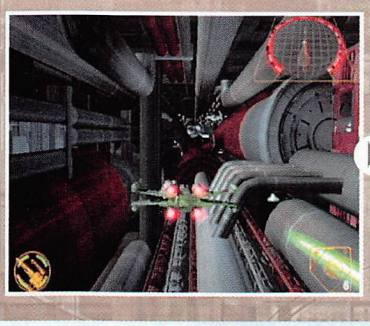


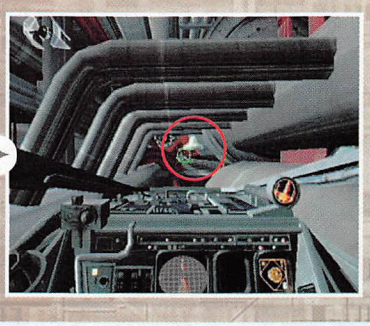
Stay out of the TIEs' way as they try to pass you then shoot them at point-blank range when they get in front of you. If they pass you on the turns, then you should take them out on the next straightaway. You can blast them pretty easily from long distance. You can usually hear them before you see them, so ready your trigger finger when the telltale whining engine noise occurs.

TECH UPGRADE

Advanced Targeting Computer

The Tech Upgrade is under some pipes in the tunnel to the Power Core. You'll see it just before you reach the rib braces at the end of the tunnel. Try to eliminate any TIE stragglers before you try to grab it, because the tight space you must fly through requires you to slow down. The upgrade allows you to leave your Targeting Computer enguaged without holding Y. You'll also be able to use the computer to target enemies for your wingmen to attack.

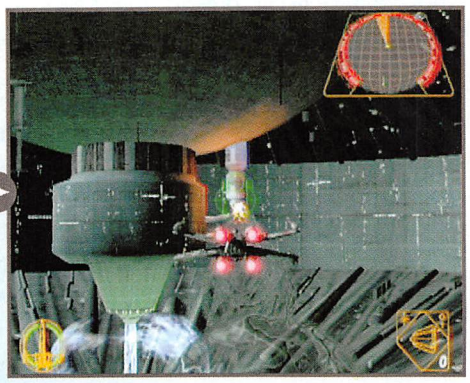




3. DESTROY THE POWER CORE

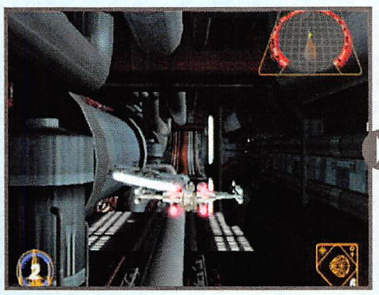
Objects May Be Farther Than They Appear

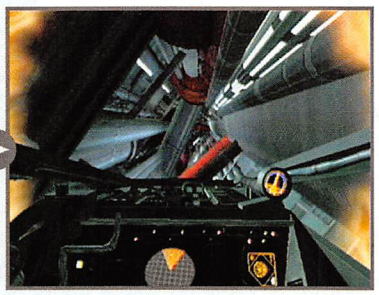
The Power Core area at the center of the Death Star is deceptively huge. Close your S-foils then make a beeline for the curved power regulator—it will be highlighted in yellow on your Targeting Computer—that's connected to two sections of the reactor. When you're within firing range of the regulator, unload a proton torpedo or a few blasts from your laser cannons to overload the reactor.



Hot on Your Tail

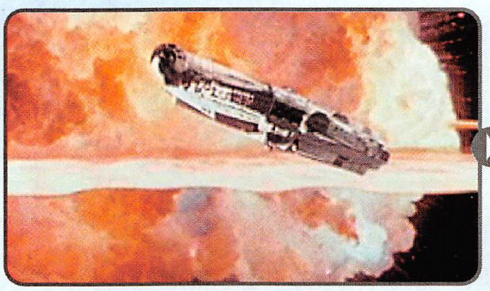
Once the chain reaction starts in the Power Core, you'll need to race back out of the tunnel the way you came in. There are no TIE fighters to worry about this time, but something far worse—a streaking wall of flame that will envelope you if you go too slowly. Tear through the tunnel as fast as you can go, but don't try to take any of the turns at full speed. You also need to watch out for the *Millennium Falcon*—it can easily bump you right into a wall.





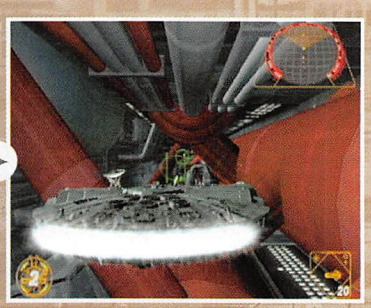
NOT WITH A WHIMPER, BUT A BANG

If you manage to make it to the end of the tunnel safely, you'll be treated to a spectacular cinema sequence showing the Death Star explosion and the celebrations of the Rebel Alliance's stunning victory throughout the galaxy. The game isn't over yet, however. You'll need to keep winning medals so you can unlock all five Bonus Missions.



SQUEEZE IN ANOTHER ATTACK

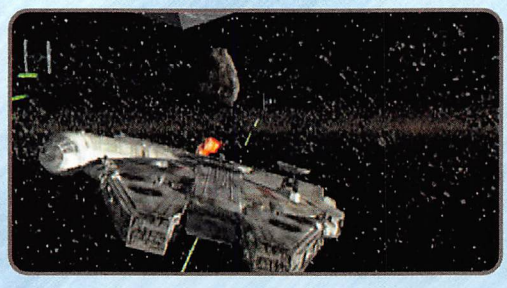
If you thought Strike at the Core was tough in an X-wing, wait until you try it using the *Millennium Falcon*. You'll unlock Han Solo's famous freighter after you successfully complete the mission. It's the same mission, except you must defend Wedge from attack, instead of the other way around. There won't be a lot of clearance for you in the tunnel, so you'll need to steer the bulky ship with incredible precision. Watch out for the TIEs coming from behind, too. It will be difficult to get out of their way.



BONUS MISSIONS

MILLENNIUM FALCON

After a heroic effort in the 10 main missions, skilled pilots should be able to open two missions featuring what is arguably the most famous ship in the* Star Wars *universe: the* Millennium Falcon. *Don't expect your hyperdrive to bail you out of the following battles.

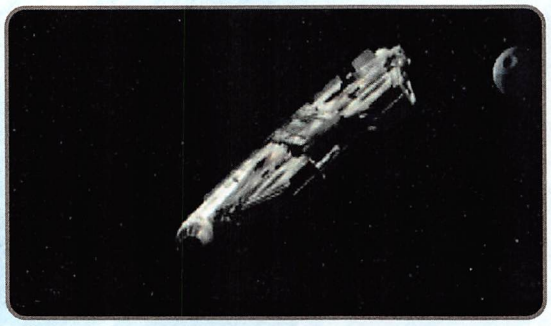


DEATH STAR ESCAPE

As the *Millennium Falcon* streaks away from the Death Star, Luke Skywalker and Han Solo must man the laser turrets to fight off several waves of TIE fighters. Although it plays more like a minigame than a mission, you'll have to take dead aim to win a medal. Don't get cocky—the requirements are tougher than they look.

MISSION OBJECTIVES

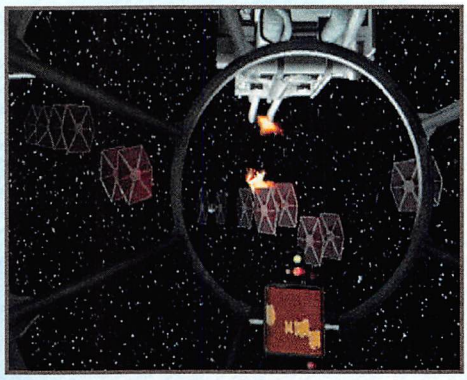
1. DESTROY ALL TIE FIGHTERS

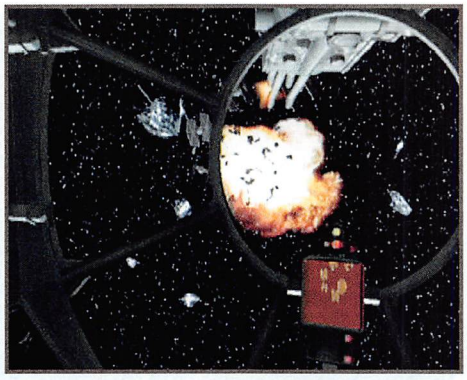


MEDAL REQUIREMENTS			
COMPLETION TIME	2:45	2:07	1:20
ENEMIES DESTROYED	34	34	35
SHOT ACCURACY	4%	9%	16%
FRIENDLIES LOST	0	0	0
LIVES LOST	0	0	0
TARGETING COMPUTER EFFICIENCY	100%	100%	100%

1. DESTROY ALL TIE FIGHTERS

The TIE fighters will shoot into and out of your field of vision in waves. Line them up in the center of the screen then pump laser fire at them with the quad laser cannon. Fire selectively—if you continuously fire the cannon, you'll ruin your Shot Accuracy rating. Once you get the hang of the controls, you'll get a pretty good idea about where your laser fire will go. You must clear away five waves to complete the mission. If you take too long on any wave, you'll fail the mission.





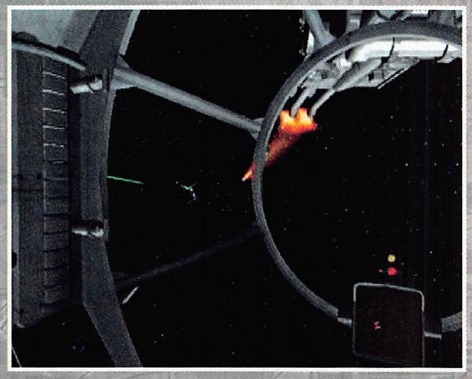
HEAVY ARTILLERY

The *Millennium Falcon*'s quad laser cannons have very precise targeting controls that can be difficult to master. The Control Stick will move the cannon independently, and the C Stick will shift the whole quad cannon/gunner chair assembly within the turret to shift your targeting area. When you use both sticks in conjunction with each other, you can move the cannon very quickly to pick off enemies in the corners of the targeting area.

Move Quad Cannon Independently

L or R Fire Quad Cannon

Move Quad Cannon/Gunner Chair Assembly

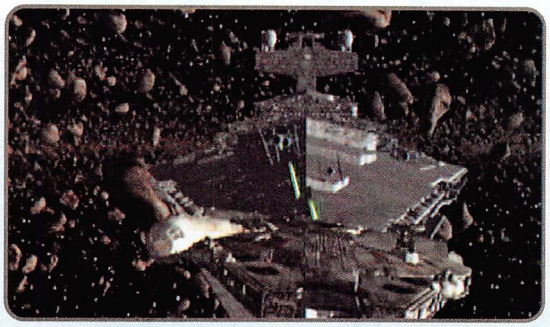


THE ASTEROID FIELD

Once again, the *Millennium Falcon* is on the run from Imperial warships. In most cases, you could simply enter hyperspace to outrun your pursuers, but a broken hyperdrive will force you into a forbidding asteroid field. Dodge asteroids and laser fire as you look for a suitable place to hide.

MISSION OBJECTIVES

1. ESCAPE THE TIE FIGHTERS
2. SECRETLY LAND ON AN IMPERIAL STAR DESTROYER

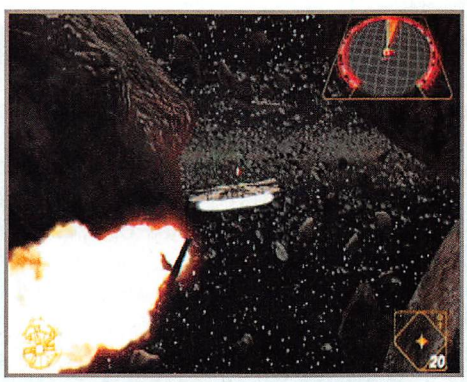


MEDAL REQUIREMENTS

COMPLETION TIME	6:00	5:25	4:35
ENEMIES DESTROYED	25	37	50
SHOT ACCURACY	2%	5%	10%
FRIENDLIES LOST	0	0	0
LIVES LOST	2	2	1
TARGETING COMPUTER EFFICIENCY	10%	30%	75%

1. ESCAPE THE TIE FIGHTERS

You'll have to stay on a very restricted course as you wind your way through the asteroids. If you stray too far off course, the game will automatically turn you back around, and, more often than not, slam you right into an asteroid. Try to limit yourself to quick zigzag maneuvers to evade the TIEs. You can also try to lure them into oncoming asteroids by diving in front of the big rocks as you pass them.

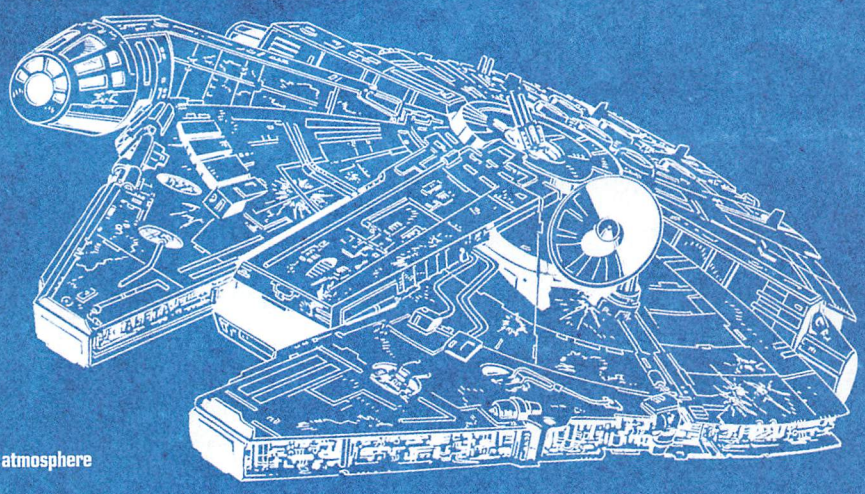


SHOOTING BEHIND YOU

An unrelenting swarm of TIE fighters will chase you all the way through the asteroid field. You'll have to rely on a self-aiming quad cannon to take them out while they pursue you. It helps if you know where the TIEs are behind you. If you push the camera as far behind you as it will go, you won't have to wait for a TIE to get on your tail before you see it. Pick your shots—you'll ruin your Shot Accuracy rating if you fire indiscriminately.

MILLENNIUM FALCON

The *Millennium Falcon* is a heavily modified Corellian freighter piloted by renowned smuggler Han Solo and his Wookie copilot, Chewbacca. The ship's powerful hyperdrive engine allows it to outrun any Imperial ship that gives chase—even Star Destroyers. At sublight speeds, however, the *Falcon* can be somewhat sluggish. You'll need to rely on the ship's strong shields and auto-aiming cannon to get you through missions.



SIZE: 26.7 m long
SPEED: 80 MGLT and CLass .5 subspace-hyperdrive, or 1,050 km/h in atmosphere
CAPACITY: 6 crew nd 6 passengers plus 100 metric tons of cargo
WEAPONS: Concussion missile launchers and laser cannons
DEFENSES: Titanium reinforced hull, for and aft deflector shield generators and electromagnetic countermeasures

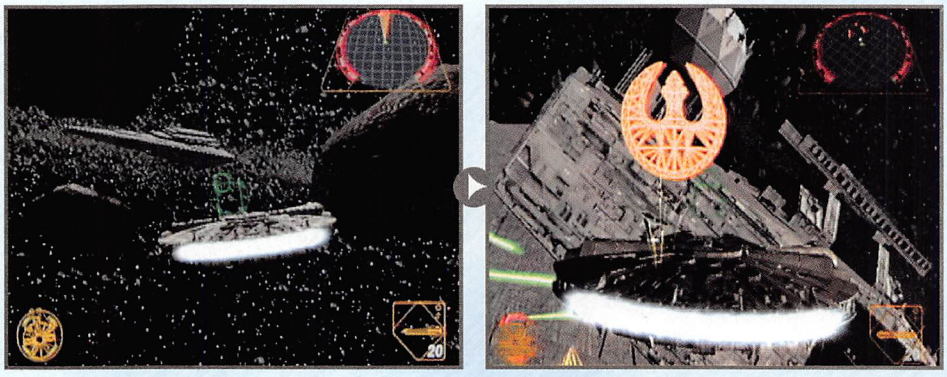
2. SECRETLY LAND ON THE IMPERIAL STAR DESTROYER

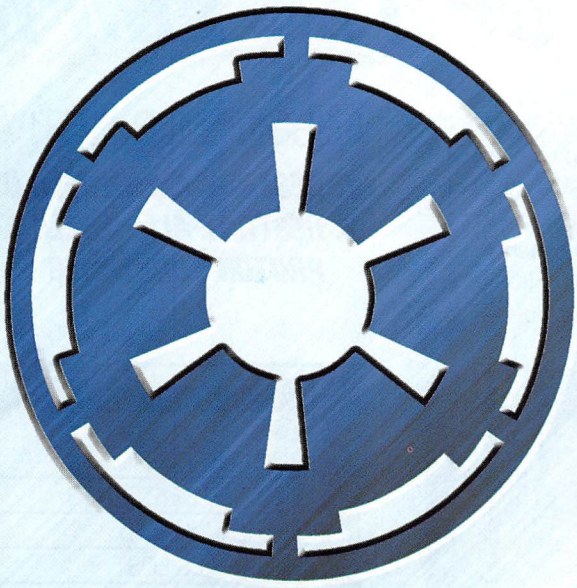
A Gutsy Escape

After you've escaped the first wave of TIE fighters, you'll see a short cut-scene that recreates a scene from *The Empire Strikes Back*. Watch as Han Solo takes the *Millennium Falcon* into a small cave on a planetoid, only to realize, seconds later, that the cave is actually the mouth of a gigantic space creature. When the cut-scene is finished, the chase begins anew.

Unfriendly Attachment

The second half of the mission features more TIE fighters to evade and fewer avenues of escape from the spinning asteroids. Use the situation to your advantage—slide between the rocks so the TIEs will slam into them as they pursue you. After you exit the asteroid field, you'll see a Star Destroyer ahead of you. Move behind the destroyer then fly through the Rebel icon on the back side of its command deck.





BONUS MISSIONS

ALTERNATE REALITY

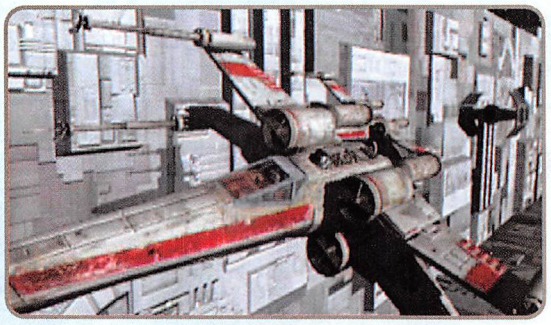
If you need a brief break from freedom fighting for the Rebellion, pull on the black mask in two Bonus Missions to become the iron fist of Imperial oppression. In a universe turned upside-down, you can stop Rebel scum from bringing down the glorious reign of Palpatine.

TRIUMPH OF THE EMPIRE

The Emperor's prized battle station, the Death Star, is under attack by Rebel fighters. As the dark Lord of the Sith, you must take matters into your own hands—the defense of the Death Star cannot be left up to weak-minded Imperial pilots and turbolasers. Strap yourself into a TIE advanced then destroy the rebels ship-to-ship.

MISSION OBJECTIVES

1. **DESTROY ALL REBELS OVER THE SURFACE**
2. **DESTROY ALL REBELS BEFORE THEY FIRE THEIR PROTON TORPEDOES**



MEDAL REQUIREMENTS

COMPLETION TIME	8:00	6:00	4:00
ENEMIES DESTROYED	18	23	32
SHOT ACCURACY	12%	20%	35%
FRIENDLIES LOST	5	4	3
LIVES LOST	2	1	0
TARGETING COMPUTER EFFICIENCY	100%	100%	100%

HIGH-RENT HANGAR

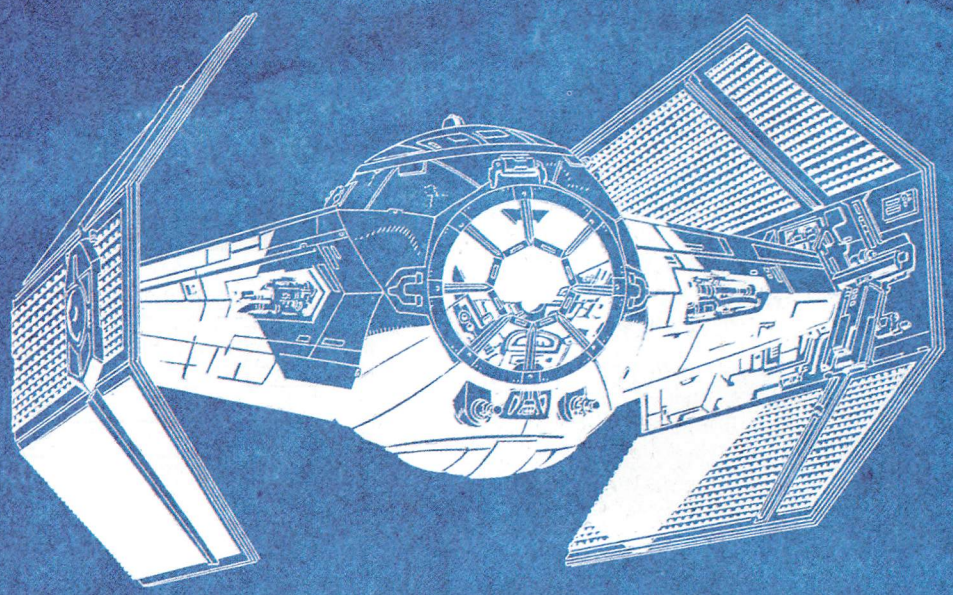
Because you're working for the Emperor, you'll get access to the spit-polished Imperial Hangar on the Death Star. Control Darth Vader as he deliberately strolls across the glassy floors to his waiting TIE advanced. If you are looking for a greater challenge, you can try to fly the Imperial missions in a standard TIE fighter or an Imperial shuttle, once you unlock the big ship. The TIE advanced is the best ship for the missions, however.

1. DESTROY ALL REBELS OVER THE SURFACE

Once you start trying to shoot down Rebel ships, you'll realize how easy you had it in the Rebel missions. The X-wings and Y-wings have powerful shields, so it will take many hits with your laser cannons to bring them down. If you've picked up the advanced homing cluster missiles upgrade, you'll have a much easier time of it. Just get behind an enemy squadron, aim in its general direction, then let the missiles do their work.

TIE ADVANCED

The TIE advanced is a prototype used by only the most elite pilots in the Imperial Navy. With its shield generators and small hyperdrive engine, the TIE advanced represents a quantum leap forward from the skimpy appointments of the standard TIE fighter. Darth Vader's personal ship comes equipped with 20 cluster missiles, a powerful weapon when enhanced with homing technology.



2. DESTROY ALL REBELS BEFORE THEY FIRE THEIR PROTON TORPEDOES

Trash Them in the Trench

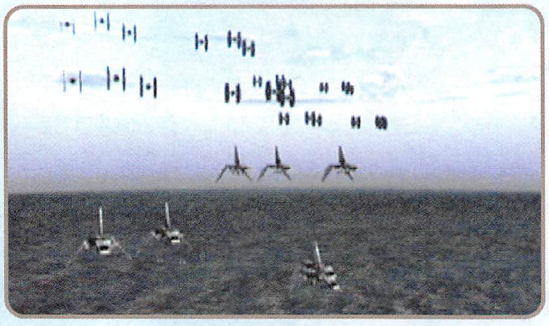
Pay close attention to your scanner throughout the mission. Darth Vader uses the Force—rather than a Targeting Computer—to find enemies, so you'll need to rely on the little orange wedge to tell you where to go. Don't bother chasing the Rebel ships zipping around above the Death Star. They'll just distract you from the real threat down in the trench. Locate any enemies moving toward the exhaust port, then blast them to pieces.

The Force Isn't Strong Enough with This One

You must move at full speed through the trench so you can catch three Rebel squadrons before it's too late. Of course, advanced homing cluster missiles will make your life much easier. If you don't have the upgrade, you'll need to get much closer to the enemy ships to destroy them. Each time you destroy a squadron in the trench, you'll need to turn around to find the next squadron.

REVENGE ON YAVIN

The Emperor has decided to send a deadly message to the uppity Rebels on Yavin IV, and he wants his right-hand man to take care of it personally. Implement the Emperor's scorched earth policy in an all-out assault on the Rebel base. Try to make sure that no Rebels make it off the moon.



MISSION OBJECTIVES

1. **DESTROY AS MANY REBELS AS POSSIBLE**
2. **DO NOT ALLOW MORE THAN TWO TRANSPORTS TO ESCAPE**

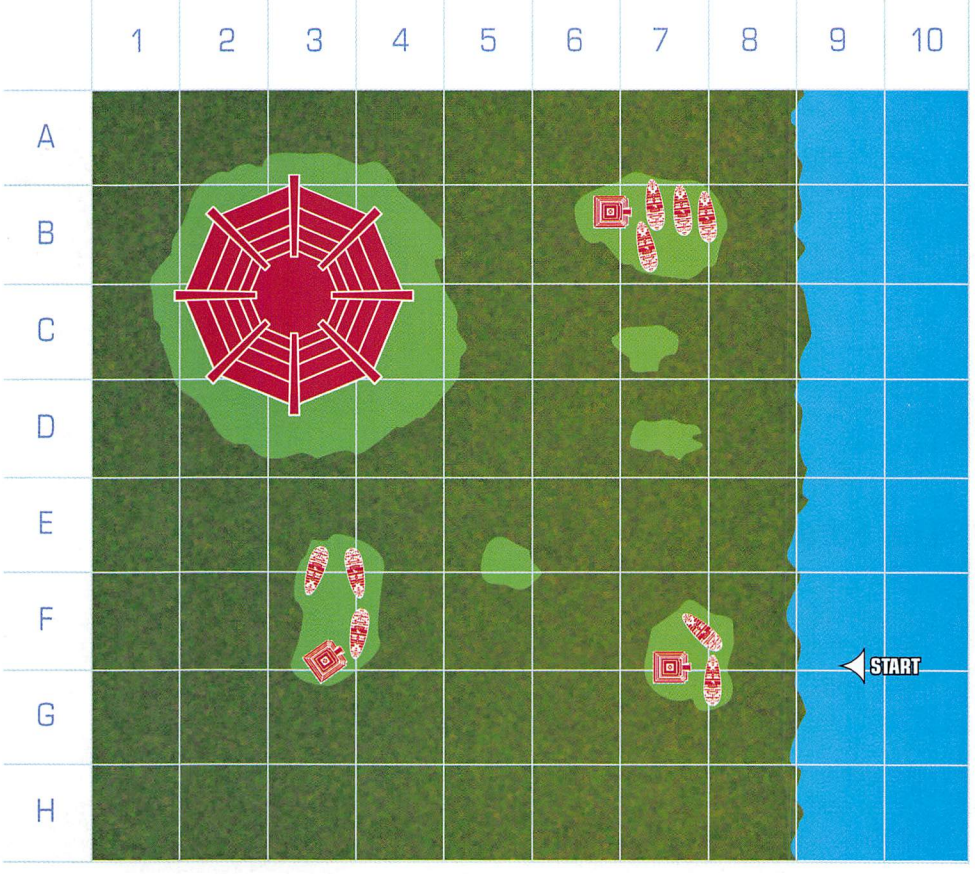
MEDAL REQUIREMENTS

COMPLETION TIME	7:45	6:30	4:33
ENEMIES DESTROYED	15	22	36
SHOT ACCURACY	24%	45%	65%
FRIENDLIES LOST	23	19	15
LIVES LOST	2	1	?
TARGETING COMPUTER EFFICIENCY	100%	100%	100%

YAVIN OVERVIEW

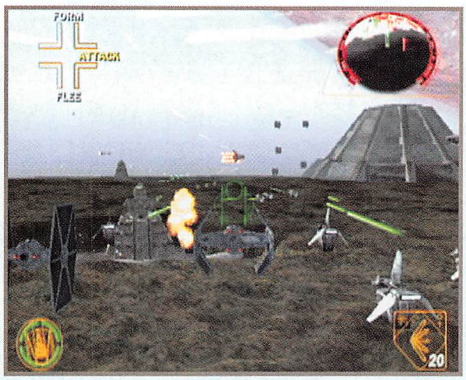
REBEL FORCES:

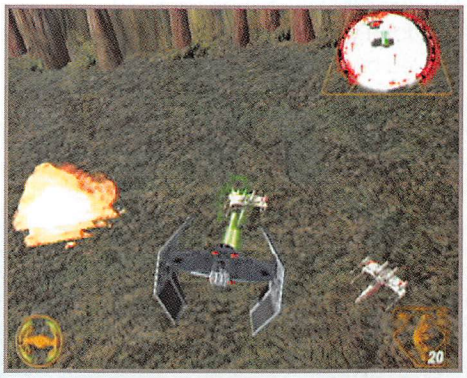
- TEMPLE
- REBEL TRANSPORT
- GREAT TEMPLE



1. DESTROY AS MANY REBELS AS POSSIBLE

The slow-moving Rebel transports are your primary targets, but you should try to destroy as many enemy ships as possible. If a squadron of X-wings or speeders happens to pass within targeting range, it's your duty as an Imperial officer to take them out. As the leader of the mission, it's also your duty to make sure no Imperial fighters are idle—keep reminding them to attack.

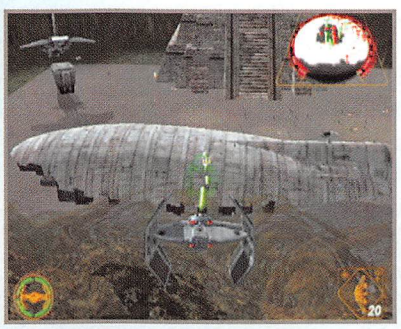




Don't ignore Rebel starfighters while you focus on destroying the transports. Because you have relatively weak shields, the fewer X-wings there are in the air, the better. Go after the sleek fighters while they are still sitting on the ground at C7, D7 and E5.

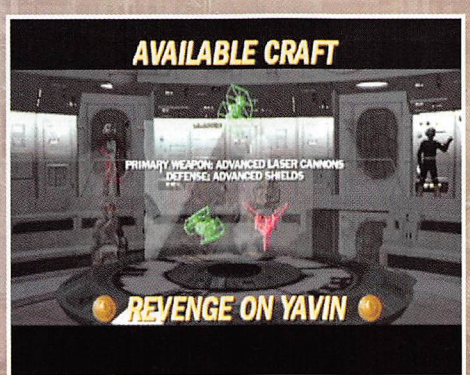
2. DO NOT ALLOW MORE THAN TWO TRANSPORTS TO ESCAPE

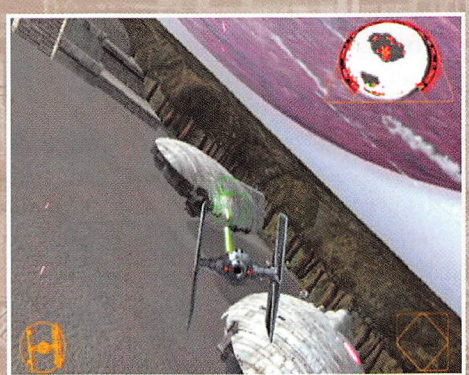
The Rebels have set up three staging areas in clearings outside the Great Temple. Head for the clearing at F7—the closest to your starting point—then blast the two big ships there before they can take off. From there, fly north to a clearing at B7, where four ships are preparing for liftoff. Once you've finished them off, proceed to the third clearing at F3. After all the transports in the open are accounted for, turn your attention to the Great Temple. More transports will try to escape from the temple's hangar.



TRADING DOWN

When you first open the two Imperial Bonus Missions, you'll be able to select only the TIE advanced from the assorted ships in the Death Star hangar. After you complete a mission, you'll be able to use the standard TIE fighter in the same mission. If you earn a Gold Medal in a mission, you'll unlock the Imperial shuttle. Both the shuttle and the standard TIE are inferior to the TIE advanced, so you'll have your work cut out for you if you decide to use them.





ENDURANCE

Once you've done everything necessary to open the Endurance mission, you'll probably be ready for a tough challenge. You won't be disappointed by the arcade-style shoot-out over the Death Star. The Alternate Reality Bonus Mission puts you back in an X-wing as the lone Rebel pilot to take on the Death Star's formidable defenses.

MISSION OBJECTIVES

1. DESTROY ALL IMPERIAL CRAFT

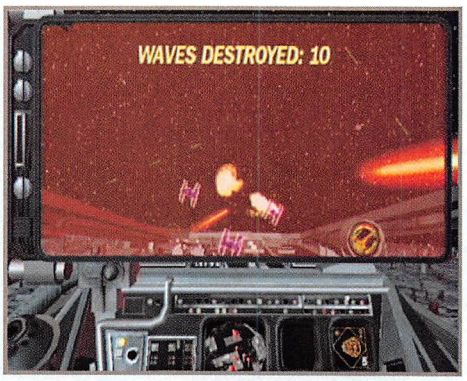
MEDAL REQUIREMENTS

COMPLETION TIME	400	400	400
ENENIES DESTROYED	80	400	1,300
SHOT ACCURACY	4%	6%	8%
WAVES DESTROYED	25	50	99
LIVES LOST	12	12	12
TARGETING COMPUTER EFFICIENCY	0%	0%	0%

1. DESTROY ALL IMPERIAL CRAFT

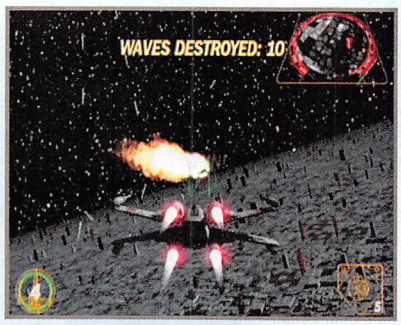
Good-Bye Waves

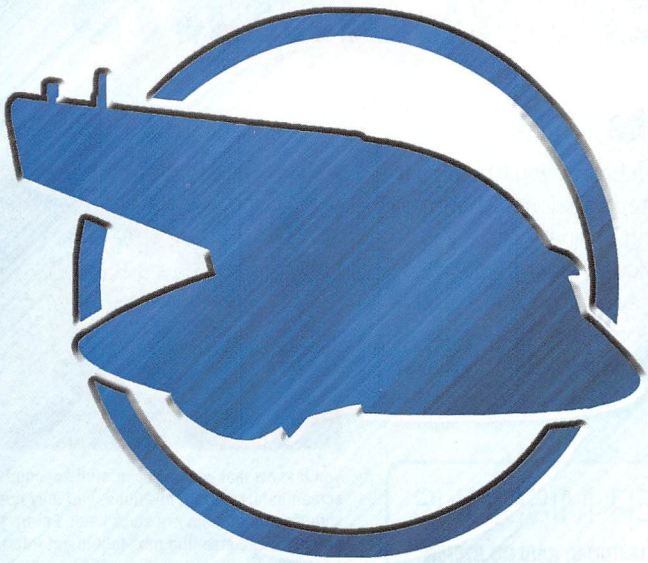
The only statistic you really need to worry about is the number of waves you destroy. Your Shot Accuracy also factors into the medal requirements, but the percentages are fairly reasonable. As soon as a wave begins, check your scanner to locate the enemies, then zero in on TIE squadrons using your Targeting Computer. You will constantly take damage from TIEs—be ready to tap "Repair" on your Command Cross.



The Facts of Life

Each time you destroy 10 waves, you'll be awarded a bonus round in which you can earn an extra life. All you need to do is shoot down all the Imperial shuttles that appear. After your experiences with the TIE fighters, the bonus rounds will be as easy as nerf herding. Be thorough—you'll need to build up as many lives as possible to make it through the later waves. The TIEs will continue to get tougher until they top out at wave 60.

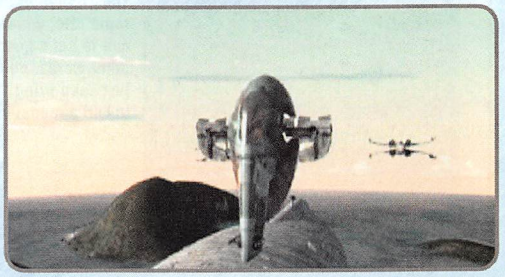




UNLOCKING THE

BONUS STARFIGHTERS

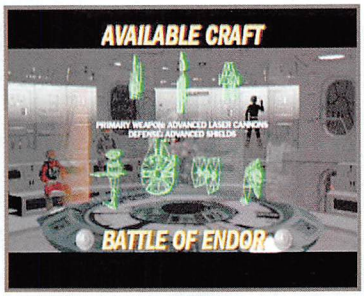
Rebel starfighters are among the best spacecraft in the galaxy, but even the best pilots want to try their hand at different vehicles. From the common TIE fighter to the exotic Slave I, the game's bonus vehicles will allow you to approach familiar missions in new ways.

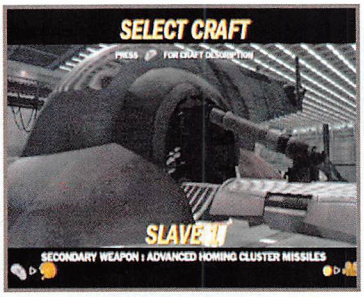


ROGUE REPLACEMENTS

New Tools for Old Jobs

Once you unlock the ships shown below, you'll be able to use them in previously completed missions. They may make a mission more challenging or finally allow you to win a Gold Medal that had previously eluded you. Once you unlock a bonus ship, it will appear on the Available Craft screen before a mission. Some missions—such as Prisons of the Maw and Battle of Hoth—can't be played with unlocked ships.





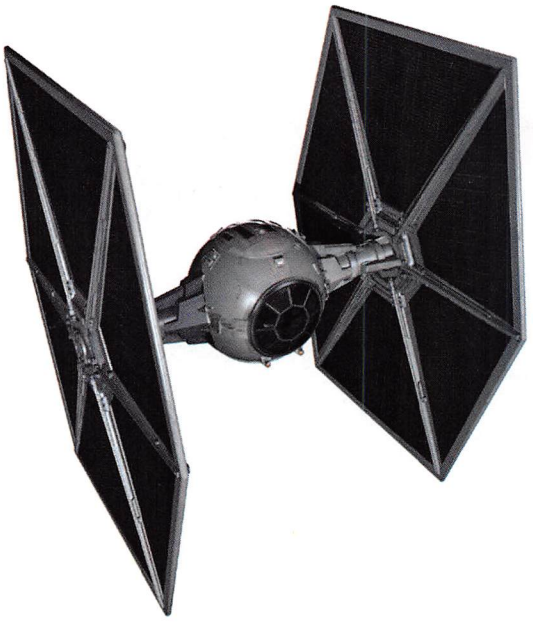
You'll know that you've successfully opened a ship when it appears on the Available Craft screen before certain missions. You may need to check around in the hangar to find a new ship—some of them are stuck behind more familiar ships. If you aren't familiar with a ship, press Y while standing next to it to get information about it.

BONUS STARFIGHTER MISSIONS

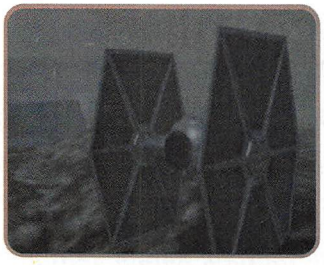
MISSION 2: ISON CORRIDOR
MISSION 5: RAZOR RENDEZVOUS
MISSION 6: VENGEANCE ON KOTHLIS
MISSION 8: RAID ON BESPIN
MISSION 9: BATTLE OF ENDOR
BONUS MISSION: ENDURANCE

TIE FIGHTER

The TIE fighter is proof positive that the Empire has no regard for the lives of its pilots—the nimble ships have extremely weak shields and no secondary weapons. Imperial admirals usually rely on a huge numerical advantage to win battles, and they are prepared to suffer massive casualties. Move at maximum speed and keep firing your lasers if you want to survive in a TIE.



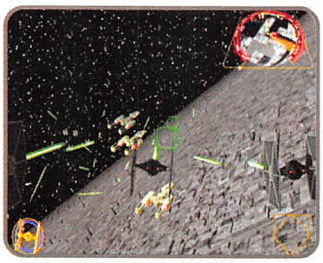
HOW TO UNLOCK



You must steal a TIE fighter and complete the mission in Imperial Academy Heist during both the daytime and the nighttime to unlock the TIE as a bonus ship. You'll find the craft hidden in a corner of the hangar.

TIE FIGHTER STRATEGIES

Spray Pain

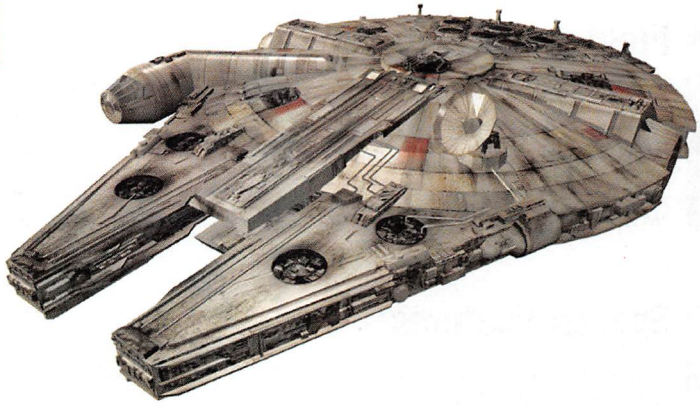


The TIE fighter's laser cannons fire at a rapid rate, which means it will be very difficult to get a good Shot Accuracy rating. In other words, don't worry about your stats—just keep firing. You probably shouldn't try to win a medal using the TIE.

Bobbing and Weaving

If you are going to survive a mission in the TIE fighter, you'll need to keep changing direction. The small fighters are maneuverable, but their awkward shape can lead to accidental crashes. Remember to stay well above the ground or objects below you—it's easy to scrape the bottoms of your solar arrays.

MILLENNIUM FALCON



Han Solo's freighter is one of the biggest, least-maneuverable ships you'll be able to use in the game. It has strong shields, but it needs them—you'll probably get hammered by laser fire while you fly the ship. With a complement of concussion missiles and an automatic quad cannon, the *Falcon* is capable of giving as good as it gets.

HOW TO UNLOCK

Win Bronze Medals in all 10 of the main missions in the game to unlock the modified Corellian freighter.

MILLENNIUM FALCON *STRATEGIES*

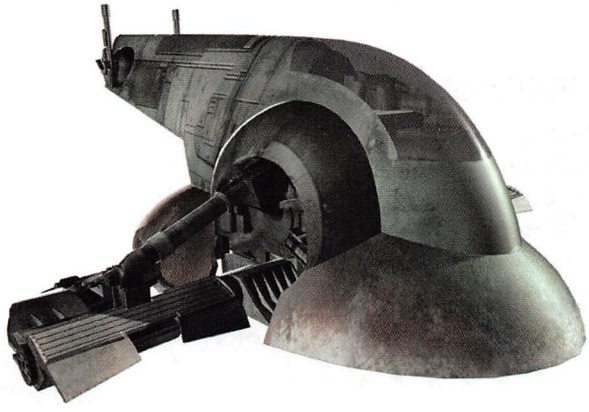
Space Yacht

Turning is not easy in the *Millennium Falcon*. Don't even attempt to juke a pursuer off your tail with quick turns. If you need to make a fast turn, use the Z Button to flip the ship sideways, then turn while holding down the button. The move will shrink your turning radius.

No Gunning for Gold

As with the TIE, your Shot Accuracy rating will go out the window when you use the *Falcon*. If used liberally, your quad gun—which automatically targets any enemies on your tail—will keep you alive when TIEs start swarming around you.

SLAVE I



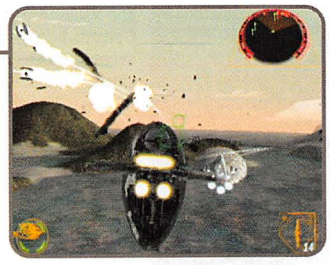
When used correctly, Boba Fett's peculiar-looking, wimpy starship is lethal. It has virtually no shields, it's slow and it barely turns. Don't bother firing its laser cannons—they are difficult to aim. The ship's only redeeming quality is its store of cluster missiles. If you've picked up the homing upgrade, you can devastate TIE squadrons.

HOW TO UNLOCK

Earn a Silver Medal in each of the 10 main missions and in the first two Bonus Missions to unlock the *Slave I*.

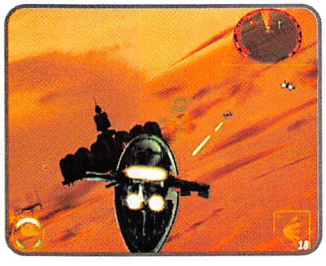
SLAVE 1 *STRATEGIES*

Fire and Forget



The *Slave I* is a big, slow thug with a glass jaw. Stay away from the action and spray cluster missiles at TIEs when they get within range. One well-aimed shot can take out up to six TIEs. It's completely unsportsmanlike and a lot of fun.

Cannon Fodder



You won't have a prayer if a TIE gets behind you while you are piloting the *Slave I*—the ship is a big target with weak shields. You'll either need to distract enemies with your wingmen or to destroy them before they can hurt you. The latter option is more effective than the former.

THE SPOILS OF STAR WARS

Field Promotions

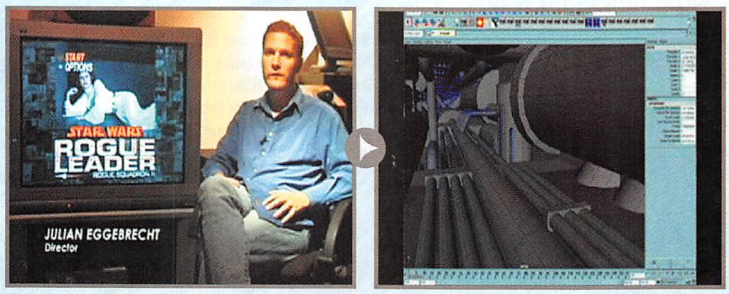
Your efforts on behalf of the Alliance will not go unnoticed by Rebel leaders. As you earn points to open bonus levels, the game will keep track of your point total and promote you when you reach different ranking requirements. You can check your ranking when you look at the Rogue Leaders screen in the Options menu.

REBEL RANKS

TRAINEE	0-6 POINTS (YOU START THE GAME AS A TRAINEE)
CADET	7-10 POINTS
ENSIGN	11-15 POINTS
OFFICER	16-24 POINTS
LIEUTENANT	25-35 POINTS
FLIGHT LEADER	36-42 POINTS
CAPTAIN	43-50 POINTS
SQUAD LEADER	51-60 POINTS
GOLD LEADER	61-70 POINTS
MAJOR	71-80 POINTS
COMMANDER	81-90 POINTS
COLONEL	91-109 POINTS
GENERAL	110-129 POINTS
LINE ADMIRAL	130-139 POINTS
FLEET ADMIRAL	140-149 POINTS
ALLIED COMMANDER	150 POINTS + COMPLETE TATOOINE TRAINING
???	THAT'S A SECRET. CAN YOU GET THAT HIGH?

Special Features

After you finish the 10 main missions in the game, you'll be treated to bonus features, like a short documentary about the making of Rogue Leader and the credit reel. The extra features can be opened in the Special Features menu.



A documentary will take you behind the scenes at Factor 5, the developers of Rogue Leader. You'll get an inside look at the laborious process of creating a next generation video game. If you win a Bronze Medal in all 10 of the main missions, you'll be able to listen to developer commentary while you play the missions.

Give Them a Hand

You'll see the credits roll when you complete Strike at the Core, and you'll also unlock them in the Special Features menu. You'll be able to look at them anytime you want—in case you need to find out who did the voice for Imperial Pilot 2.

Pining for Gold

It's tough to win a Gold Medal in any mission, and it will be grueling to win them in all 15 missions. If you keep banging away at it, however, you'll get there—and the rewards will make the effort worthwhile. There is at least one more ship to unlock.

Ace Mode

If you win a Gold Medal in every mission in the game and complete all the objectives in Tatooine Training, you'll unlock Ace Mode. After you turn on the Ace Mode in Special Features, the levels will become so difficult that you'll win a medal just for completing them.

Rogue Cheater

The Passcodes screen in the Options menu allows you to enter secret codes to unlock hidden game features. When LucasArts releases the codes, you may find plenty of surprises. Remember that it sometimes takes a while before all the codes become available.

??????????

If you thought the *Slave I* and *Millennium Falcon* were cool additions to your fleet, wait until you see what's behind door number three. If you unlock the ship, you'll also be very close to unlocking the brutally difficult Ace Mode—so you'll be able to put the new craft to good use.

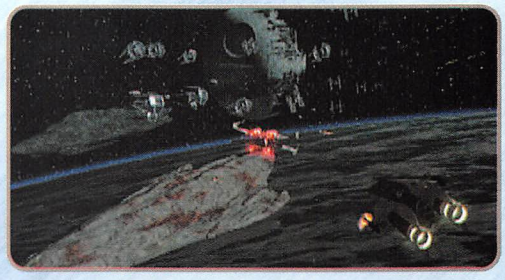
HOW TO UNLOCK

Win a Gold Medal in all 15 missions, including the Endurance Mission, to unlock the mystery ship.

FOR ELITE PILOTS ONLY

GOLD MEDAL STRATEGIES

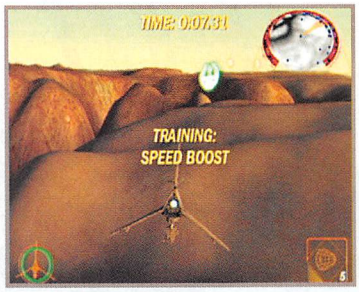
You may have conquered the Empire, but you can't claim bragging rights in Rogue Leader until you win Gold Medals in all the missions. Rebel Commanders have devised the following advanced strategies to help you reach your goal.

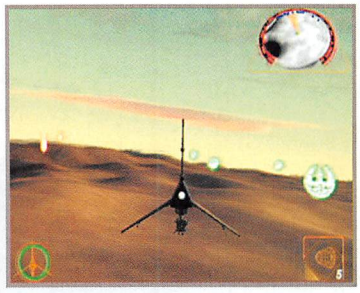


TATOOINE TRAINING

Back to the Slow Class

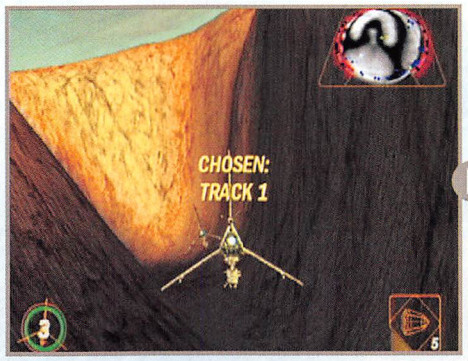
If you are going back to Tatooine after completing all the other missions, it will be very tedious to go through the lessons again—but it must be done to complete everything in the training mission. Try to finish up the lessons first so you won't have to worry about them if time is running out. The Speed Boost lesson is easy to mess up if you don't have your engines fully charged.

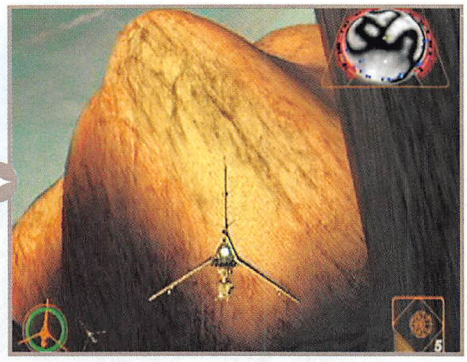




Circling Is for Suckers

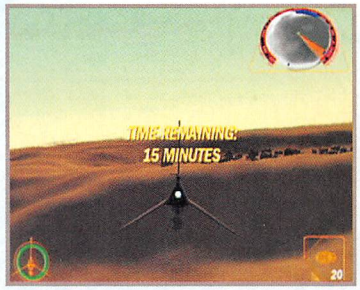
A Track 1 win is guaranteed if you take a shortcut instead of circling around a butte in the canyon. You can plot your course using the map on page 26. When Wedge turns left at J12, you should turn right instead. You'll win by a wide margin.

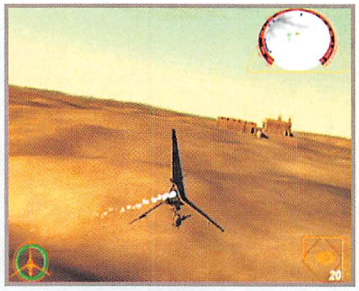




Boost or Bust

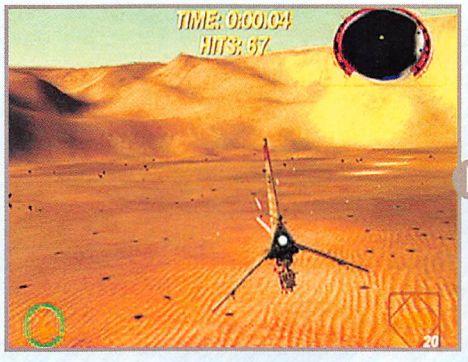
Keep an eye on your speed boost gauge throughout the training mission. If you have a boost, use it. You'll have only 20 minutes to get everything done, so every second counts. The boosts are particularly helpful when you are seeking out the Discovery Items.

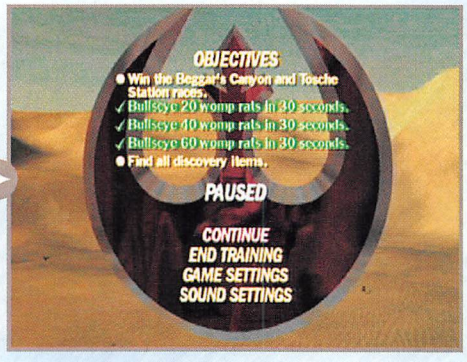




Shoot for Sixty

If you can clear 60 womp rats your first time through Womp Rat Valley, you won't have to worry about shooting 20 or 40. Hold the A Button down and make circular passes throughout the objective. Remember to pick up proton bombs before you begin. You can use them to hit womp rats below you as you shoot those in front of you.





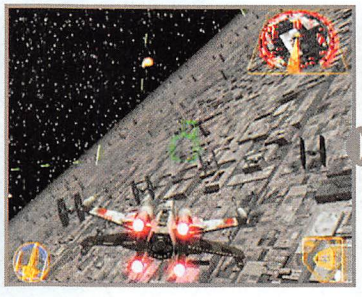
DEATH STAR ATTACK

Target the Turrets

Using the X-wing—it will be tough to earn a Gold Medal in the Y-wing—try to take out as many turbolaser turrets as you can while you eliminate the deflection towers. Close your S-foils to accelerate from tower to tower, then brake when you are within range so you can target two or three gun turrets near each tower. Tap about nine shots at each tower to destroy it, then move on. You also can use a few torpedoes—as long as you hold two in reserve.

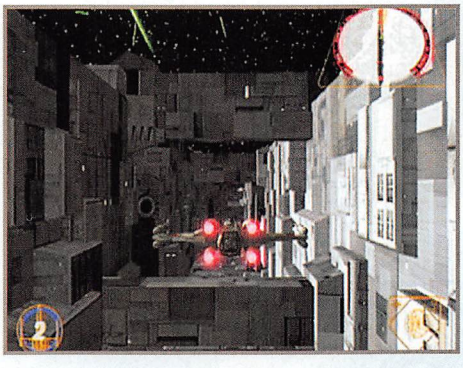
As Easy as 1-3-2

The TIE fighter dogfight is the critical phase of the mission when you are going for a Gold Medal. You can't afford to waste time or shots, and you won't be able to rely on your Targeting Computer to locate enemies. The key tactic is to pick off TIEs in the proper order so they stay in formation. When following a formation of four ships, for example, you should shoot the ships on the outside first, then the ship closest to you and then the leader, which will be slightly ahead of the others.



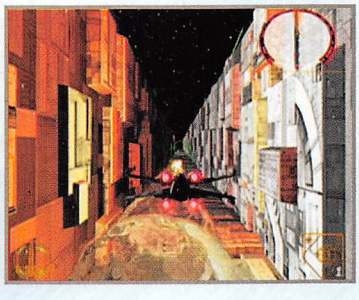
Make Tracks in the Trench

There isn't anything to shoot in the early portion of the trench, so you may as well close your S-foils to go the maximum speed. As you progress down the trench, open your S-foils only to shoot turrets and TIEs, but go full speed whenever there are no targets in range. Try to stay at an elevation halfway between the top and bottom of the trench—and don't oversteer to avoid obstructions.



Exhaust Your Options

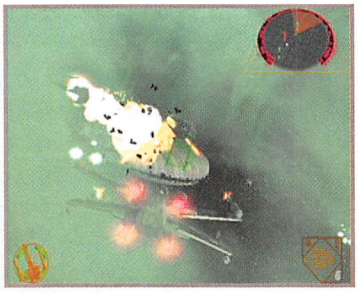
As you approach the end of the trench, you'll find there are more turrets and that it is easier to shoot them. Be selective in your shots—don't try for the turrets that will require you to brake too much, and charge up your laser cannons so you'll destroy targets with one blast. Of course, you should accelerate when there are no immediate targets in front of you. After Han Solo gives you the go-ahead at the end of the trench, launch your proton torpedoes as soon as you can—they travel faster than you do.



ISON CORRIDOR AMBUSH

Naked-Eye Targeting

You'll need to use your Targeting Computer in the nebula—which means you won't be able to use it beforehand if you want to achieve better than 72% Targeting Computer efficiency for the entire mission. You'll need to keep a careful watch on your scanner to figure out the TIEs' approach patterns. Look for visual cues, too—like the green blasts from the TIEs' laser cannons. Stick with the X-wing's more accurate and powerful laser cannons—don't switch to the A-wing.

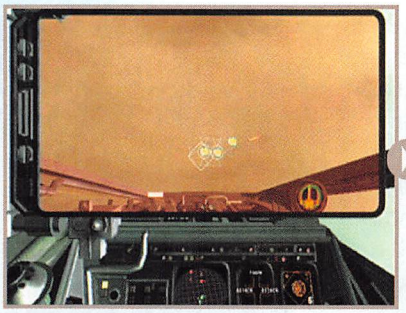


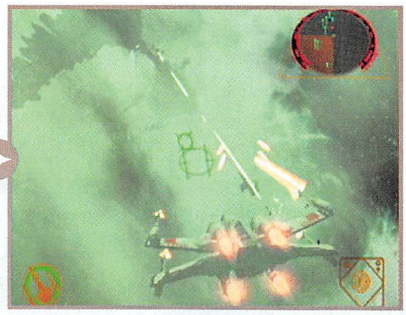
Establish a Patrol Zone

Don't forget your role in the battle—you need to protect the convoy. Stay with the big ships while the first two waves attack. If you try to chase down individual TIE fighters you'll end up lost, and the other TIEs will destroy your precious transports. Try to concentrate on squadrons—they are easier to spot and pick off. Let your wingmen work on the individual TIEs until you've taken care of all the larger groups.

Blind Fury

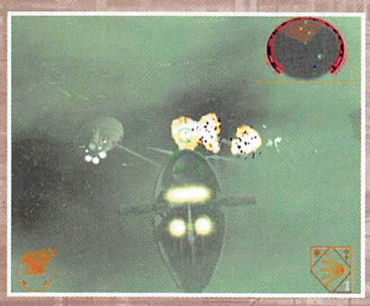
After you enter the nebula, the TIE interceptors will approach the convoy from the front. Hit the accelerator to reach them before they can start attacking the transports. Use your Targeting Computer to help you get behind the interceptors, but don't leave it on for long. It's also helpful to have your homing proton torpedo sight on, as it also highlights targets.





SLAVE TO THE CLUSTER MISSILES

If you are looking for the easiest way to earn a Gold Medal in Ison Corridor Ambush, fire up the *Slave I*—but make sure it's equipped with homing cluster missiles. Just locate the incoming TIE squadrons, then unleash a salvo of cluster missiles. If you aim well, you can take out up to six enemy ships with one missile launch. Don't worry if you hit your own wingmen with the missiles—they can take a lot of punishment. Your ship will have crummy shields, so remember to keep your distance from the TIEs while you fight them.



BATTLE OF HOTH

Pop the Probes

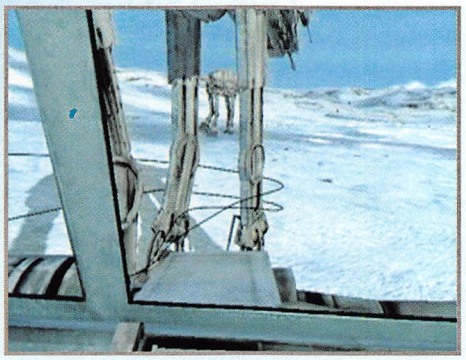
There are several small squadrons of Imperial probe droids floating around in the mountain passes between Outpost Beta and Echo Base. They are very easy to destroy, so you should take as many of them out as you can as you fly at full speed through the passes. It doesn't take much effort, and it will beef up your Enemies Destroyed and Shot Accuracy ratings.

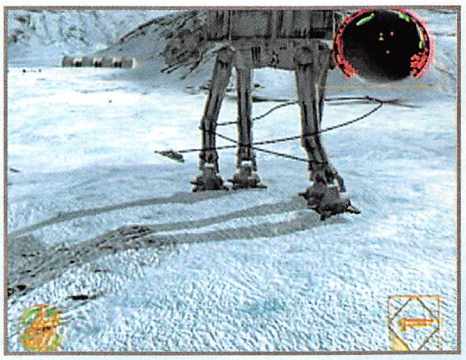
Wipe Out the Walkers

You'll need an impressive Enemies Destroyed tally in the mission to win a Gold Medal, but the problem is that there aren't very many enemies to destroy. AT-STs are the only ground troops that will count as Enemies Destroyed in the medal stats, so you should destroy every last one of them. Destroy the Imperial loader and its cargo first, then target the walkers from behind. Aim only for their heads, because hits on their legs will count against your Shot Accuracy rating.

Three's Company, Four's a Silver Medal

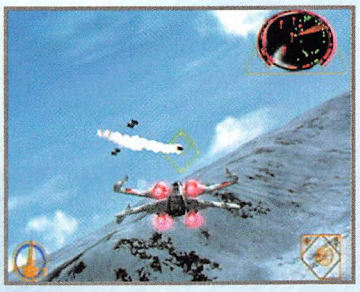
Skip the lengthy cut-scene before you attack the AT-ATs—skip all cut-scenes when you are going for gold, as they count as mission time. Make a beeline for the three AT-ATs at the front of the approaching Imperial army, then disable them as fast as you can. It's very time-consuming to lasso walkers, and you'll need to stop only the first three—ignore the others.





Time-Saving Torpedoes

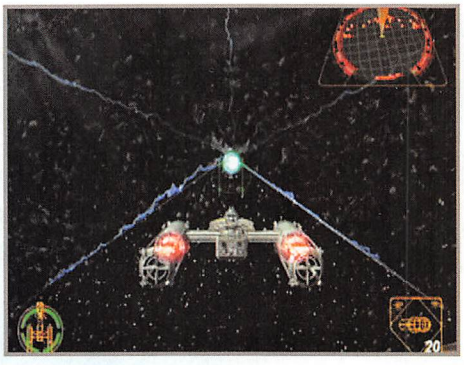
The advanced homing proton torpedo upgrade is essential to finishing the Battle of Hoth in Gold Medal time. As soon as you make the switch to the X-wing, activate torpedo targeting to lock on to the two TIE bombers to the left of your position. After they are gone, turn your attention to the three bombers over the Rebel transports. Accelerate to get behind them, then quickly shoot them down with your laser cannons. Use your four remaining torpedoes to destroy the remaining bombers. While you destroy the bombers, try to eliminate all the TIE fighters.



PRISONS OF THE MAW

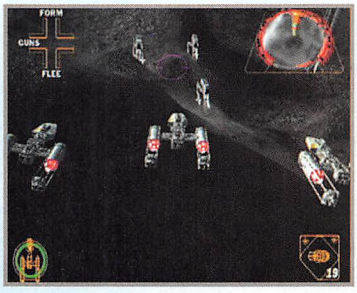
Stay on Target

The TIE fighters in the asteroid field are more of a nuisance than a real threat. Send your wingmen after them, then concentrate on getting to the shield projectors. If a TIE gets on your tail, keep moving toward the projectors while moving side to side to avoid laser blasts. Your Astromech droid will take care of your shield damage. By the time you reach the projectors, the TIEs will probably leave you alone.



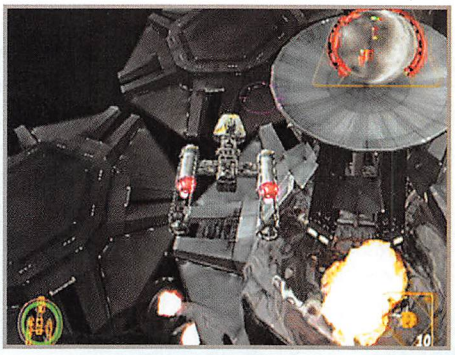
One Bomb, Three Targets

Push your Y-wing up to maximum speed as you head for the first set of targets on the planetoid's surface. Destroy any AT-PTs you see along the way. The little walkers travel in packs of three, and one bomb in the center of the group will destroy all three of them. If you concentrate on hitting the walker groups, you can easily earn a Shot Accuracy rating of over 100%. Try to destroy each set of guard towers in one circular bombing run to save time.



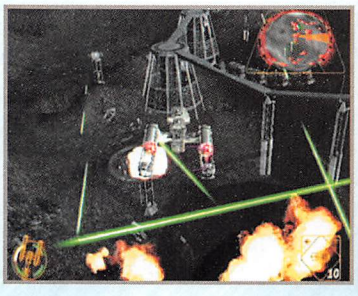
Bomb Conservation

The communications relays require multiple hits with regular bombs, so you should upgrade to advanced proton bombs or, even better, advanced spread proton bombs. Without the advanced bombs, you will run out of ordnance before you complete the bombing run. Start by destroying the guard towers, then hit the relays. You'll need to hit each communications relay only once with spread bombs. Aim for the base of the structures.



Trail the Train

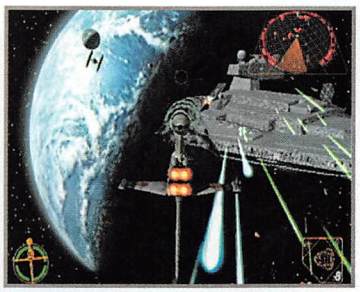
Follow the train tracks to the Imperial loader's launch pad. You can take a more direct route to the launch pad, but you won't be able to hit enough targets along the way to earn a Gold Medal. Concentrate on the AT-PTs beside the tracks to rack up more hits with fewer bombs. When you start getting close to the launch pad, make sure you have plenty of bombs ready to destroy the guard towers. As the ship departs, send your wingmen after the TIE interceptors to protect the prisoners. Don't fire at the TIEs yourself until you're sure you have a good shot.



RAZOR RENDEZVOUS

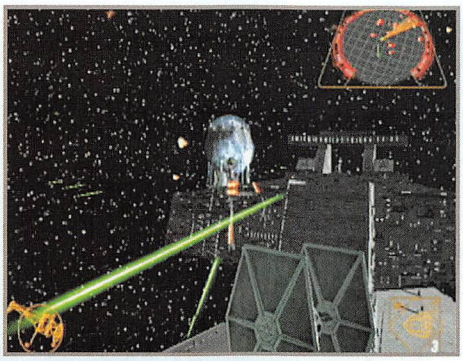
Targets of Opportunity

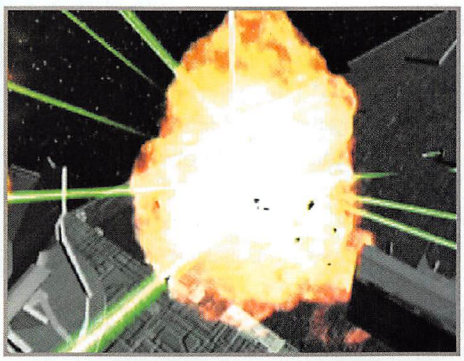
When you are going for a Gold Medal in Razor Rendezvous, time is the main enemy, but you'll also need to hit 10 targets along the way while you rip through the objectives. Send your wingmen after the TIEs to eliminate some enemies, then turn on your advanced homing torpedo targeting so you can hit a few targets on the way to the Star Destroyer. Because you have plenty of torpedoes to spare—and you'll probably lose the ship you're flying anyway—you should try to nail five or six targets before you reach the shield generators.



Ion Advantage

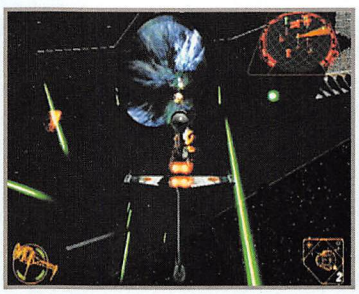
Power up your ion cannon as you start getting closer to the nearest of the two shield generators on top of the Star Destroyer. Hit each of the generators with one ion blast, followed by a couple of torpedoes and some laser blasts. When you're done, head for the underside of the ship to work on the last shield generator. You can lose one ship and still win a gold. Use up its torpedoes before it's gone.

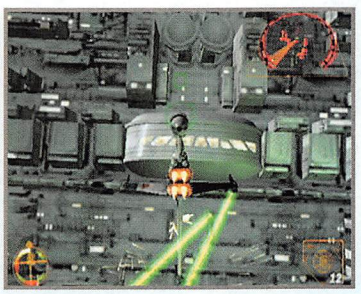




The Final Blow

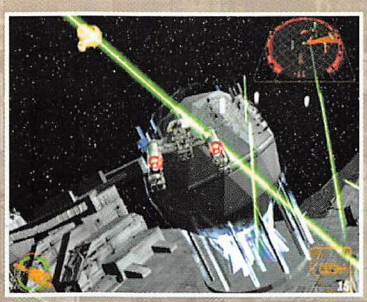
If your first ship is destroyed, close the S-foils on your second ship then fly at maximum speed to the bottom shield generator. Just before you reach the generator, open your S-foils, then try to hit a few more enemies with homing proton torpedoes. Use your ion cannon and/or a salvo of proton torpedoes to destroy the generator, then position yourself for a run at the bridge. If you have any torpedoes left, fire them at the bridge. You can also close your S-foils and ram the command deck—the mission stats won't register the crash as a life lost.

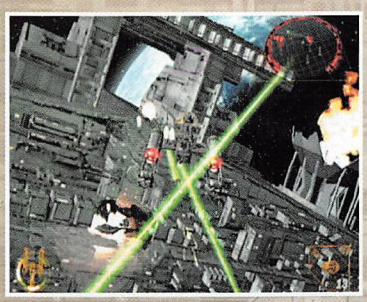




Y-WING WORKOUT

It's possible—but difficult—to earn a gold in Razor Rendezvous using the Y-wing. You'll need to destroy the two shield generators on top of the ship in one run with a combination of ion cannon blasts and proton bombs. Use bombs to destroy turbolaser turrets on top of the ship, then use the ion cannon and laser cannons to destroy the generator on the underside of the ship. The Y-wing is much tougher than the B-wing—you may make it through the mission in one ship if you manage to press Repair on your Control Pad at the proper time. Slam into the command deck to finish the mission.

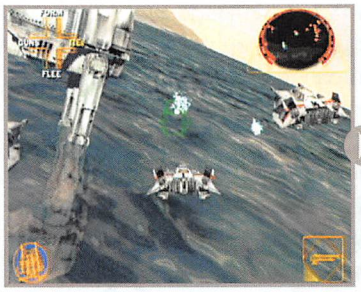


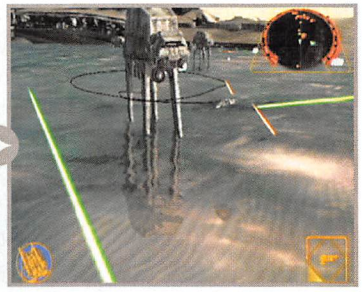


VENGEANCE ON KOTHLIS

Make It Speedy

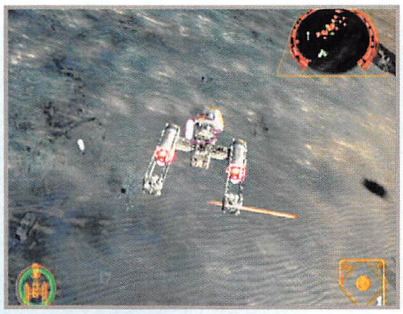
The speeder's only purpose in the mission is to disable the AT-ATs, and you should switch to the Y-wing immediately after the objective is accomplished. Go after the AT-AT in shallow water first, then lasso the two other walkers while they are still in deep water. Don't play it safe and wait for them to move in closer—you won't get a Gold Medal if you waste time disabling them. Remember to send your wingmen after other targets.

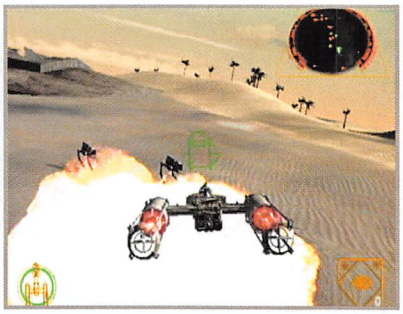




Prioritize Your Targets

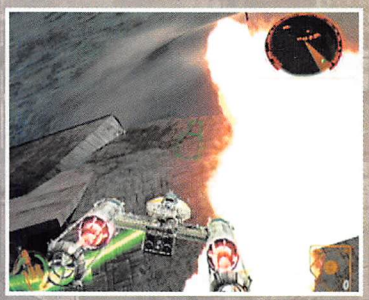
After the AT-ATs are down, switch to the Y-wing then head for the Star Destroyer. Dump bombs on the hull to open it up in one run then return to the beach, where AT-PTs will begin emerging from the water. Destroy three at a time while they are still underwater by targeting areas between the walkers—it will conserve bombs and help your Shot Accuracy rating. Once the AT-PTs are under control, use the Y-wing to clear away Imperial stormtroopers on the hull of the Star Destroyer.





WHY WAIT FOR THE Y-WING?

If you have faith in your dogfighting skills, you may want to start the mission with the Y-wing instead of the X-wing. It's challenging to shoot down TIEs with the Y-wing, but the bomber may help you save time later on in the mission. Send your wingmen after the TIEs and do your best to protect the transport in the early part of the mission. When the transport is relatively safe from attack, fly over to the Star Destroyer and open up the hull with bombs. Clear away the remaining TIEs then make the switch to the speeder when the time comes. When you're done with the AT-ATs, you'll have a fresh Y-wing and one less objective to worry about.



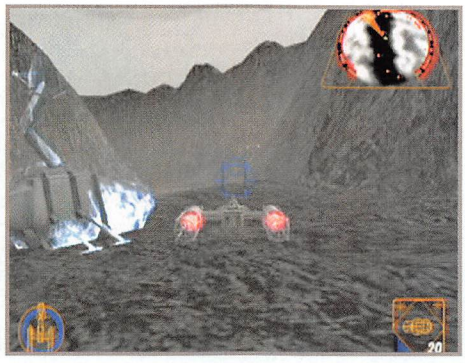
LONG-DISTANCE DESTRUCTION

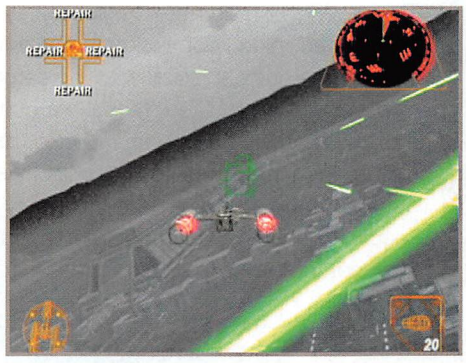
If you have the advanced homing cluster missile upgrade, the *Slave I* is an effective ship to use at the start of the mission. Learn the approach patterns of the TIE squadrons. Once you know which fighters will approach the transport first, you can easily take out whole formations of TIEs with single cluster-missile attacks. When all the TIEs are gone, fire your remaining missiles at the destroyer. Don't let TIEs get behind you and don't go anywhere near the Star Destroyer—your shields can't take the punishment.

IMPERIAL ACADEMY HEIST

Better by the Light of Day

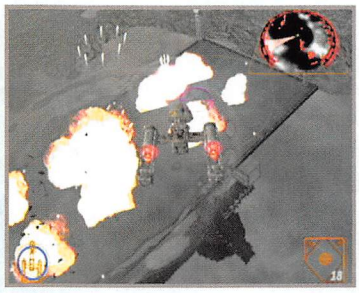
You'll have less trouble winning a Gold Medal if you play the daytime mission. It's easier to disable the Imperial scanners with your ion cannon than it is to sneak past them in the night. The Y-wing's bombs are capable of taking out multiple targets with one blast—which will improve your Shot Accuracy rating—and the ship's strong shields will help get you through the mission in one piece.





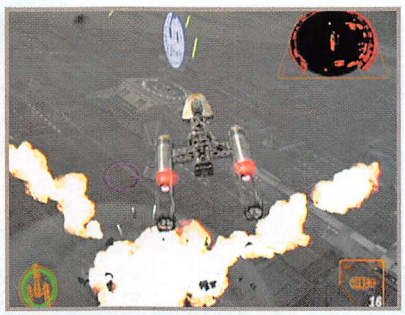
Ignore the Flying Pests

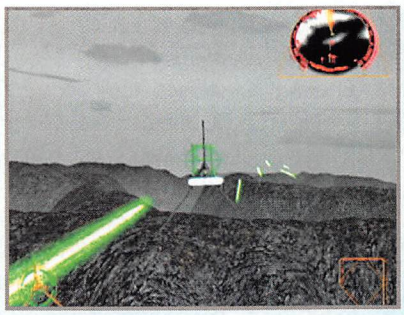
Try to destroy the TIEs on the platforms in the mountain pass before you reach the academy grounds. If you are quick enough to catch them before they take off, you can use single bombs to take out four parked fighters at a time. Once the TIEs are in the air, ignore them. They won't hurt you much while you are in the Y-wing, and you'll waste time if you try to pursue them. After you take out three landing pads full of parked TIEs, fly over the mountains to the academy. Bomb more parked TIEs on the way to the shuttle.



Shuttle as the Crow Flies

Bomb only the four turbolaser turrets that surround the Imperial shuttle. After you switch to the shuttle, check your scanner to determine the direction of the rendezvous point then fly up and over the mountains until you reach your destination. If you get a fighter on your tail, try to zigzag so it can't get a clean shot. When the scanner indicates you have reached the rendezvous point, dive down into the valley.





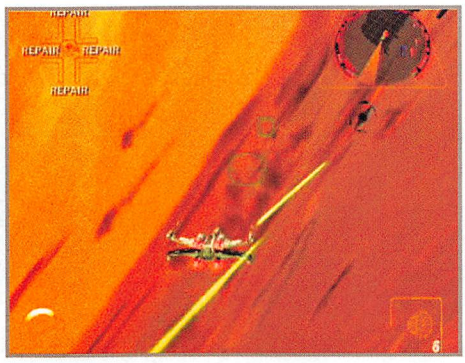
FOG IS YOUR FRIEND

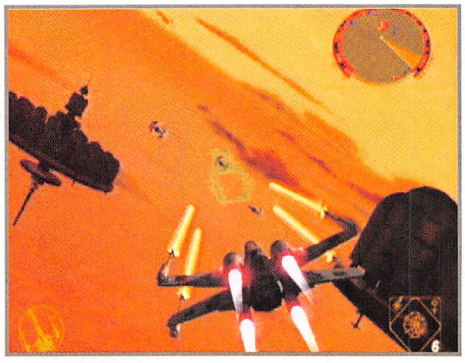
You can earn a Gold Medal in the speeder during the nighttime mission, but you'll need to hustle. Try to fly at a reasonably fast speed past the scanners. Don't worry much about hitting the ground—the speeder will automatically stay just above the ground unless you force it down. Because the speeder can't climb to a very high altitude, you'll need to tear through the mountain passes as fast as you can, shooting parked TIEs along the way. When you reach the academy, line yourself up with rows of parked TIEs, then blast your way through. A couple of rows should satisfy your Enemies Destroyed requirements.

RAID ON BESPIN

The X-wing Gets an "A"

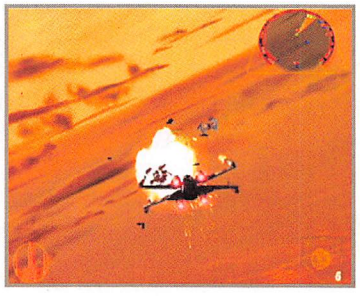
The A-wing's shields are very weak, so you'll need plenty of luck to make it through the entire mission with the same ship—one of the Gold Medal requirements. The X-wing is a better choice. It's fast enough to complete the objectives quickly, and its Astromech droid will keep you healthy during repeated TIE interceptor attacks.





The Basics on Bursting

Send your wingmen after the TIEs and focus on the balloons in the early part of the mission to save time. Of course, the quickest way to destroy a balloon is to target the burners beneath its canopy, but you may be inadvertently shooting the balloon's cables if you target the burners from a distance. Be sure to shoot between the cables to avoid lowering your Shot Accuracy rating, and resist the urge to use your proton torpedoes—you'll need them later. After all the balloons are gone, go after the TIEs yourself.

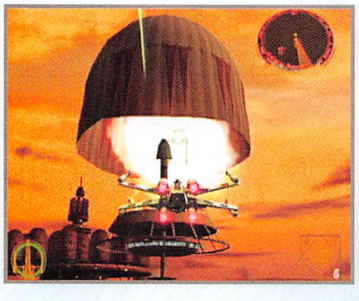


Keep It Popping

As soon as you reach Cloud City, start blasting balloons—you'll need a big Enemies Destroyed total to win a Gold Medal. The TIE interceptors will continually harass you while you burst balloons, but your Astromech droid should take care of you. Be prepared to press your Control Pad to prompt repairs when your shields get weak. After you eliminate all the balloons, use your Targeting Computer—sparingly—to find the generators.

Time for Torpedoes

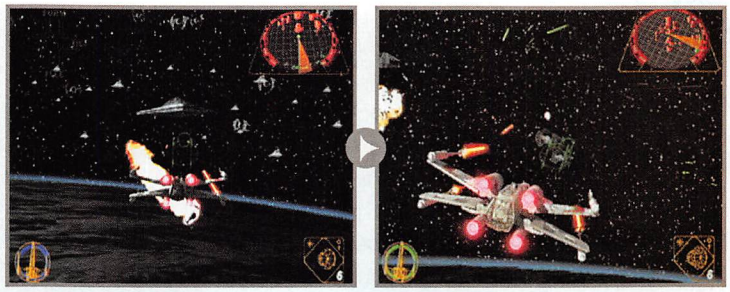
The TIE bombers will begin their attacks on the gas platforms after you destroy the second generator in Cloud City. Send your wingmen after the TIE interceptors, eliminate the third generator, then destroy the balloons near the platforms. Chase down each of the bombers, then dispatch them quickly using homing proton torpedoes.



BATTLE OF ENDOR

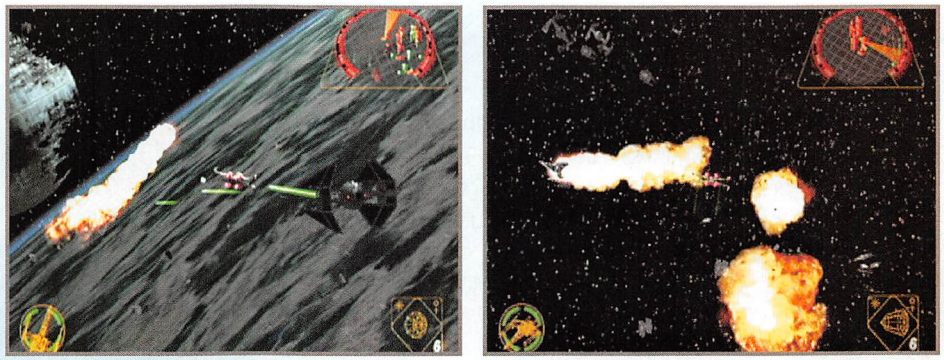
Go AWOL

Because you know the rest of the fighters are going to break off the attack, ignore Lando's orders and hit the Form command on your Control Pad to bring your wingmen with you. Head for the spawning point of the first TIE squadrons, take as many out as you can, then turn back to the fleet to destroy a few more. Make your turns carefully—it's very easy to slam into TIEs during the chaotic battle. You'll need to complete the battle with two ships, and you don't want to lose one of them in the first few seconds of the battle.



Hunting as the Hunted

You'll have a few minutes of dogfighting with TIEs to endure before you can pursue more focused objectives. You will be pursued by TIEs throughout the fight. Focus on pursuing other enemies rather than evading the one on your tail. Make short zigzaging turns to avoid laser fire, but don't try sharp, banking turns as they will lead to collisions. Select your shots carefully, because you'll need to maintain a high Shot Accuracy rating.



Raiding Party

When you hear about the arrival of the TIE bombers, stop attacking the fighters immediately and head for the huge bomber formation. Blast as many of them as you can while they are approaching you, then circle around to destroy them from behind. The more enemies you can eliminate while they are clustered together, the fewer headaches you'll have while you round them up later. Look for the telltale trails of their bombs to locate them. When Wedge indicates that there is one more left, use your Targeting Computer to find it in the fray.

Big Game

Send your wingmen after the turbolaser turrets on the destroyers for extra protection, then start working on the shield generators. Attack the top-side generators from behind or above to minimize your exposure to turbolaser fire. Remember to save some proton torpedoes for the two command decks—they can take a lot of punishment, and you will face withering turbolaser fire as you approach them.

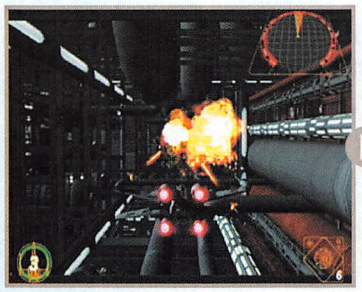
STRIKE AT THE CORE

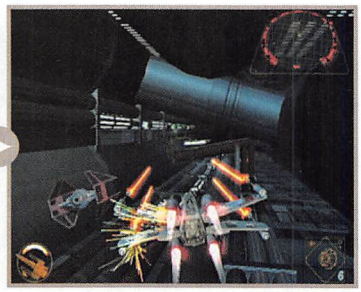
Bird's-Eye View

At the start of the mission, take the X-wing to a higher elevation, then close your S-foils to move in ahead of the *Millennium Falcon*. Open your S-foils, then dive—letting *Falcon* pass in front of you—so you can pick off the first wave of fighters. Keep repeating the process to avoid turbolaser fire and possible collisions with TIE fighters. Take out a few turbolaser turrets to boost your Enemies Destroyed stat.

Heating Up the Pipes

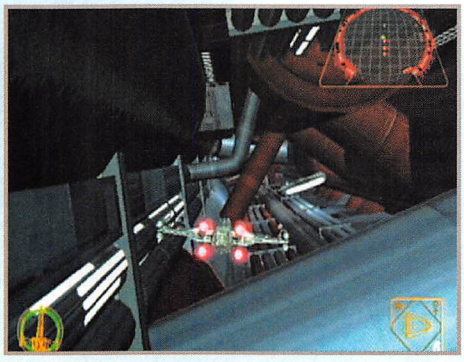
Pop off a few laser blasts right as the tunnel sequence begins to destroy the first set of TIEs trailing the *Millennium Falcon*. Speed up until you get right behind the *Falcon*, then open your S-foils to prepare for the next wave of fighters. Stay out of the center of the tunnel so the TIEs can pursue the *Falcon*, then shoot them as they pass you. You may get hit by laser fire or, worse, bump into a fighter if you try to stay in the center. Don't let more than one fighter slip past you on the curves, or the *Falcon* will take too much damage.

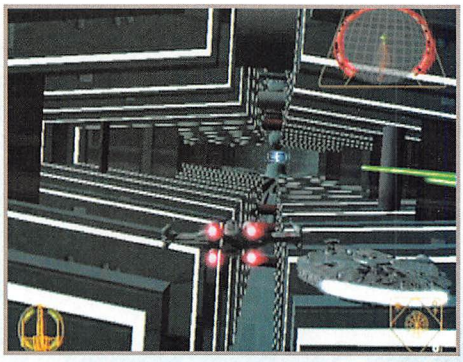




Follow the Leader, Pass the Leader

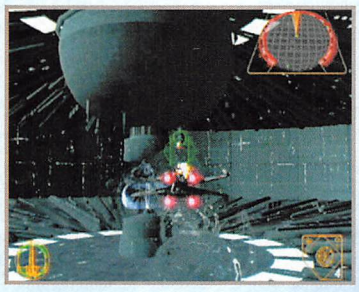
As you zoom through the tunnel, keep an eye on how the *Millennium Falcon* approaches tight turns and openings. Imitate the bigger ship to ensure that your S-foils will clear the openings. Open your S-foils only when you need to blast a TIE or when you reach a particularly sharp turn. When all the TIEs are gone and you can see the power core, close your S-foils to pass the *Falcon*.

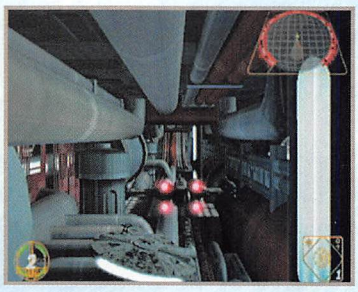




See Ya, Lando

Because the power core area is so enormous, it can be hard to gauge how soon you can fire your proton torpedoes at the power regulator. Try to launch the torpedoes early enough that they save you flying time, but not so soon that they fail to reach the target. Pass the *Millennium Falcon* immediately on your way out of the Death Star, then stay in front of it. You won't need to fire any weapons, so you can keep your S-foils closed and regulate your speed with the L and R Buttons.

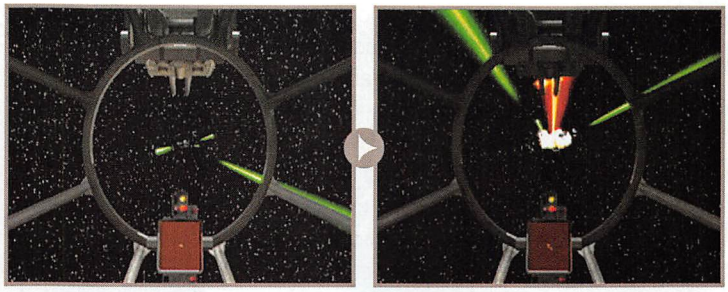




DEATH STAR ESCAPE

Predict the Patterns

Each TIE fighter wave will appear on screen at exactly the same location every time you play Death Star Escape. Learn the patterns, then point the quad cannon at the appropriate place before each wave appears. The first wave will appear in the center of the screen, so you won't need to move the cannon at all. The second wave will appear a bit above the center. The third wave will eventually pass through the center area, so you should hold your fire until you have an easy shot.



Luke Out! Here They Come!

The later waves in the battle are nearly impossible to destroy with one round of laser fire. Resist the urge to follow the survivors around the screen. Instead, wait for them to pass in front of the circular window, where it will be easier to target them. Never fire the cannon until you've leveled it at an enemy—you'll end up ruining your Shot Accuracy percentage.

THE ASTEROID FIELD

Watch Your Behind

Use the C Stick to pull the camera the maximum distance behind the *Millennium Falcon*. The perspective will improve your chances of hitting TIE fighters behind you with your self-aiming quad cannon. Wait for a TIE to pass directly behind you, then tap the A Button. You'll still miss occasionally, but at least you'll see your targets.

Watch the Wedge

Because the time limit for a Gold Medal is brief, make sure you are moving at maximum speed throughout the mission. Keep your yellow mission wedge at dead center on your scanner. You'll need to dodge asteroids and laser fire, but you shouldn't stray too far off course. Skip the midmission cinema to save time, then head for the Star Destroyer. As soon as you see the big ship, make a beeline for the Rebel icon behind its command deck.

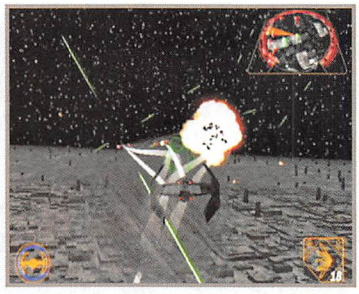
TRIUMPH OF THE EMPIRE

Dead-Eye Darth

Unless you are a fantastic shot and very lucky, you must use the TIE advanced in Triumph of the Empire to earn a Gold Medal. The stiffest requirements in the mission are Enemies Destroyed, Shot Accuracy and zero Lives Lost. Be sure to pick up the advanced homing cluster missile upgrade before you go for the gold.

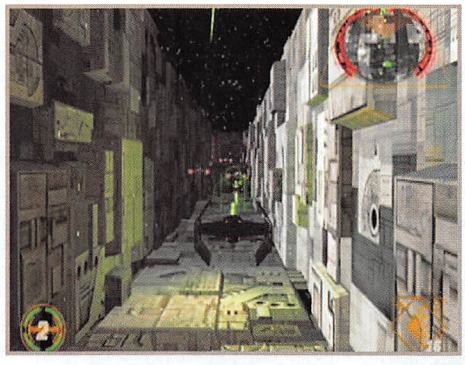
When You Have Cluster Missiles, No Force Is Required

Order your wingmen to attack, then check your scanner for Rebel ships. The TIE advanced has no Targeting Computer, so it's a good thing that the sleek white ships stand out against the gray-and-black backgrounds. Your cluster missiles will do much of the work for you, but you should pick your shots carefully. It's best to fire the missiles as you tail an enemy squadron. It will take at least two individual missiles from each six-missile cluster to destroy the well-shielded ships.



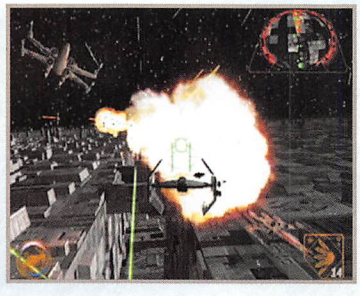
Back and Forth

You'll have to go backtrack in the trench a few times to clear away three different Rebel squadrons. The first group of targets is a Y-wing formation. Fire two rounds of cluster missiles to destroy them. When you reach the second target squadron, you may want to use your lasers if you are running short of missiles. The ships stay on a straight course and are relatively easy to shoot down with your cannons.



Over the Top

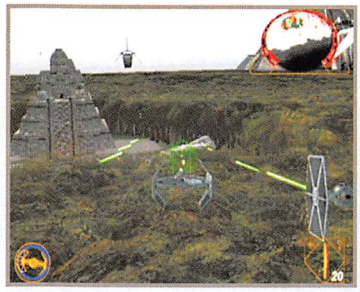
If you take out the first two squadrons quickly, you'll have a little extra time to jack up your Enemies Destroyed total above the trench. Try to shoot down at least three extra squadrons to ensure that you've bagged enough ships. Just make sure you have two shots worth of cluster missiles left over to use against the last squadron in the trench.



REVENGE ON YAVIN

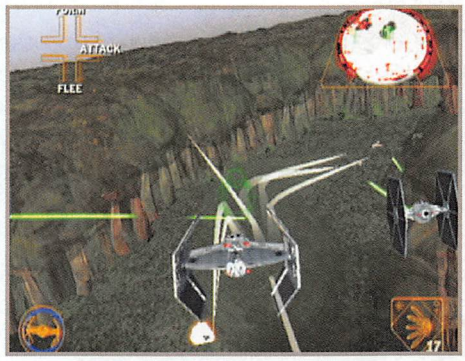
Terrorize the Transports

Take out the two transports on the ground near your starting point immediately. Use your laser cannons only to destroy the big ships—it's easy to target a steady stream of fire at them. Using the map on page 90, plot a course from the transport launch area at F8 to the area at B7, then proceed to another group of transports at F3. The route will take you over several clearings filled with parked starfighters.



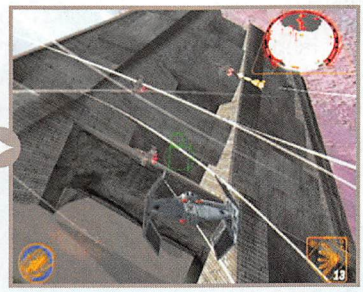
Permanently Grounded Flights

If you can destroy Rebel fighters while they are still on the ground, you'll save yourself some time and trouble later in the mission. Locate the stationary starfighters in forest clearings at E5, D7 and C7 then pound them with homing cluster missiles. You should also use missiles to attack any parked fighters in the Rebel transport launch areas.



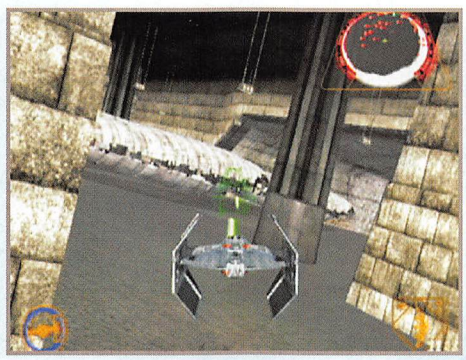
The Temple Is Open for Business

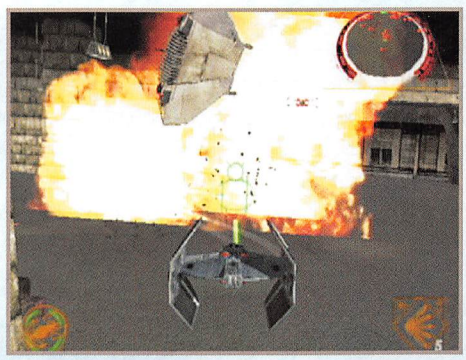
After you've destroyed all the Rebel transports in the forest, a door on the Great Temple will open up to reveal a hangar filled with more Rebel ships. You'll have to go inside, but first you'll need to wait for the door to open fully. Use homing cluster missiles against any Rebel starfighters that harass you while you're waiting.



Indoor Fireworks

Keep your finger on the L Button while you enter the temple—you'll need to fly at minimum speed to maneuver in the tight quarters. Direct a stream of laser fire at the transports nearest to the door, as they'll attempt to take off first. Use cluster missiles to take out the fighters inside the temple, if you have any left over from the fight outside.

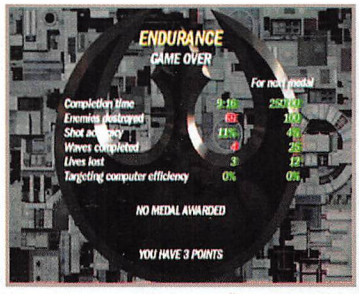




ENDURANCE

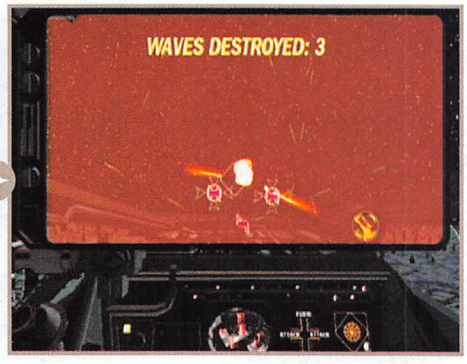
Pack a Lunch

You'll get a maximum of over six hours in the Endurance mission. Don't worry—it will take you only about half that long to clear 99 waves for a Gold Medal. If one of your friends wants to watch her *Dances with Wolves* DVD, and you don't like scary movies, you may be able to earn a Gold Medal before the final credits roll. As you play, keep an eye out for the Repair warning on your Communications Display. You'll get one chance to repair each life.



Don't Trust Your Feelings—Use the Computer

There is no penalty for using the Targeting Computer in Endurance. If you've picked up the Advanced Targeting Computer upgrade, you can leave the display engaged while you blast enemies. The computer is essential for finding the gray TIE fighters against the gray Death Star landscape.

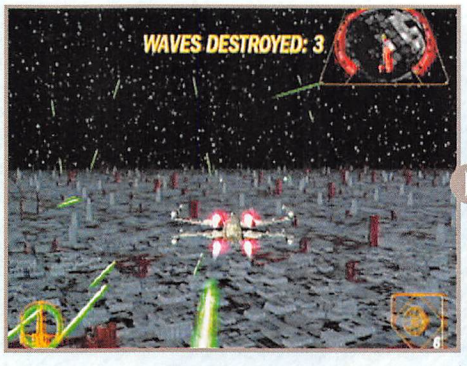


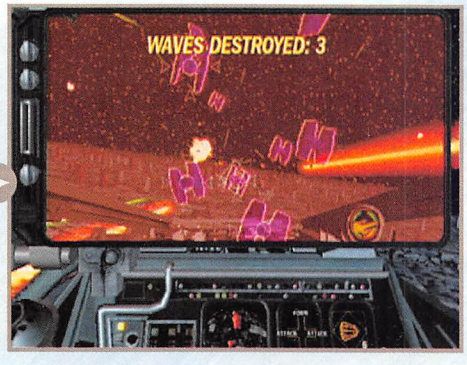
Frontal Assaults

Whenever your Targeting Computer picks up a new wave approaching, charge directly into it while firing your laser cannon. Be careful not to shoot the TIE squadron leader at the bottom of each formation until you've eliminated the rest of the group. If you shoot the leader, the rest of the group will scatter, and it will take a while to chase them all down. Each new wave of TIEs will get progressively more aggressive until you reach wave 60. Of course, by the time you reach wave 60, they are very tough.

Rack 'Em Up

If you find yourself facing a large group of TIEs that have broken out of formation, try to bait them so they all follow you. Once you get a mass of them behind you, bank hard then close your S-foils so you'll fly underneath them. After they pass over you, they'll reform into squadrons that are easier to destroy.





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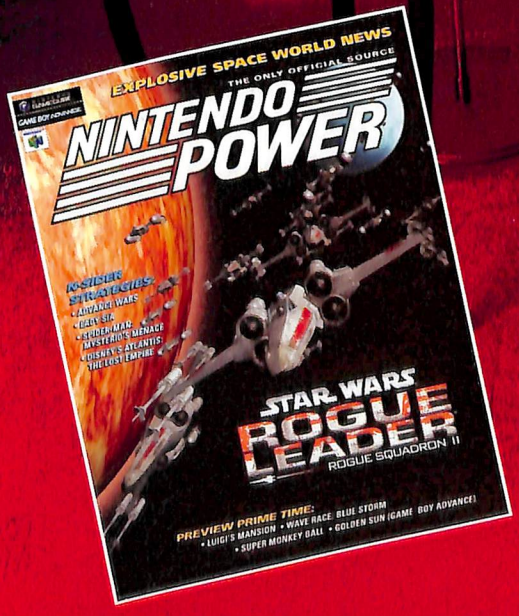

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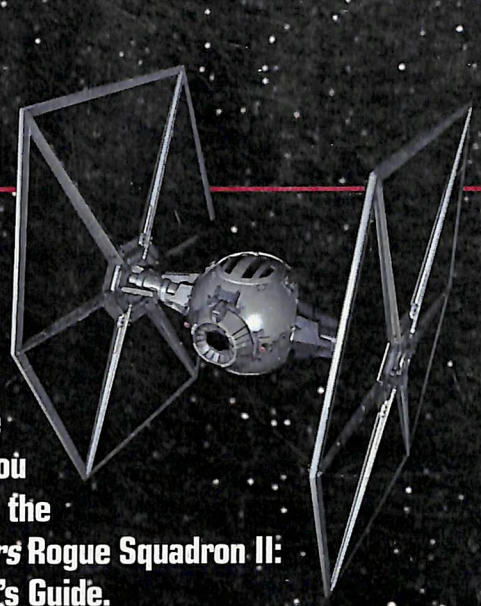

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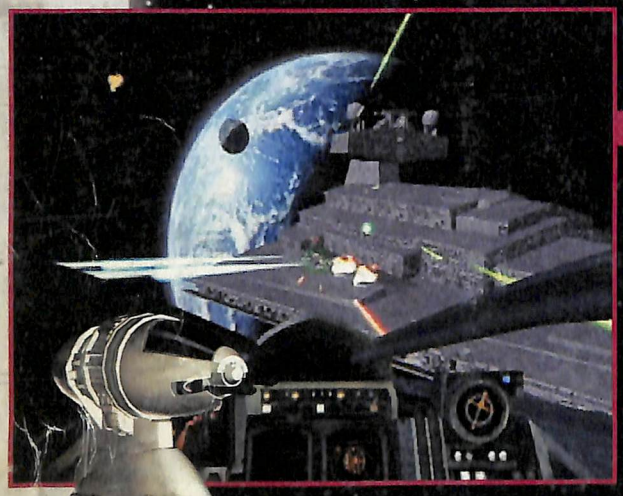

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